



10 Best Lord of the Rings Cards

(and Aragorn didn't even make the list!)

THE GAMER

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The Gaming Magazine • 88



THIS MONTH'S COVER

You want *Yu-Gi-Oh!*? Well brud-da, this month, we got plenty. You can check out the killer deck on page 77 or prices for all the cards, beginning on page 89. Want more? Stop in next month for the complete *Yu-Gi-Oh!* players guide—including all the Japanese cards!

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By the IQ Gamer staff.

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MORE THAN
55,000
PRICES!



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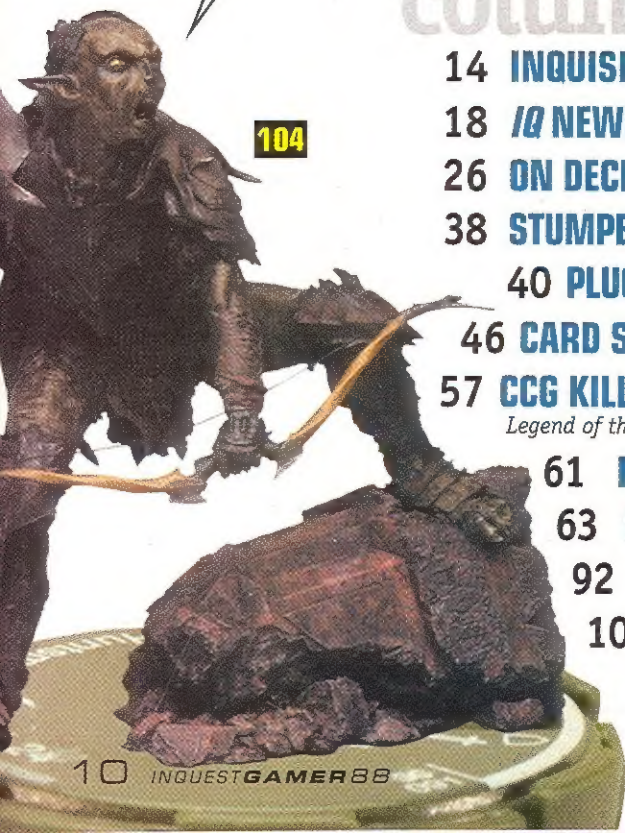
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THE TRADING GAME



SMELLS LIKE TEEN SQUID Navigate the collecting waters carefully or you could find yourself high and dry like this guy.

It ain't easy learning the ins and outs of the gaming market. For every *Magic* tidal wave that hits the shores of the industry, there are a baker's dozen *Hyborian Gates* and *Monster Ranchers* that wash up smelling like week-old squid. We've slugged our way through 'em all. On good days, we've traded dust for diamonds, but on others, we've gotten stuck holding the barf bag.

I've personally traded Moxes for *Spellfire*. I've unloaded *Mage Knight* promos for *Imajica*. I even dumped a foil Arwen for stock in *Precedence*. But there have been good deals, too. Once I finagled my way up to a set of *Beta* dual lands from nothing but a few *Fallen Empires* boosters and a box of Cracker Jacks. Then there's the Japanese *Yu-Gi-Oh!* Blue-Eyes White Dragon I snagged for a couple of packs of *Redemption*. Talk about having God on your side.

Telling you about our years of painstaking research isn't to toot our own horn. Ever heard the saying "buyer beware"? Well, we're here to show you how to be more "buyer" without having to deal with the "beware" part. How? By putting together the biggest, most complete, most up-to-date price guide *InQuest* has ever produced. This month, you'll find 40 pages

of price guide extravaganza—plus lots of other collecting sweetness, from one-of-a-kind ultra rares to the greatest gaming booms and busts of all time. The heart of this issue is the listing and price of every *Magic* card ever released—and even some that never were. Why are you still reading this letter? Start pricing your collection.

Jeremy Smith

Jeremy Smith

Price Guide Editor & Tradewind Rider

COLLECTIVE THINKING

COLLECTIBLE OF CHOICE	APPEALS TO	MOST VALUABLE	WORST NIGHTMARE	RELATED HOBBIES
MAGIC CARDS	Trekkies and Virgins	Black Lotus	Moxes reprinted	Porn
FINE ART	Alternative Lifestyle Crowd	Mona Lisa	Projectile vomiting guests	Croquet
STAMPS	Mass Murderers	Naked Elvis	"Stained" Naked Elvis	Stamp sorting
BEER CANS	Rednecks	Any full one	Zima	NASCAR
PORN	Everyone	"Leave it to Beavers" DVD	"Is that Mom?"	Magic
BUGS	Freaks and Geeks	Madagascar hissing roach	Madagascar Hissing Roach still moving	Spelunking

masthead

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VICE PRESIDENT/EDITOR-IN-CHIEF Pat McCallum

EDITOR Mike Searle

SENIOR MANAGING EDITOR Joe Yanarella

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PRICE GUIDE EDITOR Jeremy Smith

SENIOR PRICE GUIDE EDITOR Wade Sain

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DATABASE ENGINEER Jeff Hannes

ADMINISTRATIVE ASSISTANT Cheryl Raymond

CONTRIBUTORS Brian Douglas Ahern, Joe Amaro, Tim Avers,

Andrew S. Bub, Zen Faulkes, Zev "Woof Woof" Gurwitz, Jeff Hannes, Gene Hetzel, Ed Hrzic, Collin Jackson, Andrew Lupp, Jerry Mathers, Joshua Minnon, Rick Moscattello, Jeff Quick, Neal Razi, The Police, Tinky-Winky, Tom Root, Steve Shinkaruk, Scott Steinberg, Barron Vangor Toth

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ART

CREATIVE DIRECTOR Steve Blackwell

ART DIRECTOR Arlene So

DESIGNERS Jacqueline Bencic, Mikey Bencic, Darren Cruz,

Kenny Martinez, Kristin Soma

DESIGN RONIN Voltage Design Company, Inc.

RESEARCH EDITOR Dan Reilly

RESEARCH ASSISTANT Adam Patyk, Jodie Westhoff

ADVERTISING SALES

VICE PRESIDENT/ADVERTISING DIRECTOR Ken Scrudato

SALES OPERATIONS DIRECTOR Karen Evans

SENIOR ACCOUNT MANAGERS (NYC) Brent Erwin,

Ann Ivan

PHONE (NYC): (212) 765-5700

FAX: (212) 765-5779

SALES DIRECTOR (WEST COAST) Phil Lawrence

(310) 820-0560

ASSISTANT TRAFFIC MANAGER Tracey Martin

SALES ASSISTANT Amy Sauer

PHONE (CONGERS): (845) 268-3907

FAX: (845) 268-5385

WIZARD ENTERTAINMENT

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ADMINISTRATIVE ASSISTANT Deirdre Brooks

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Martha Donato

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CONTROLLER Scott Klein

ACCOUNTING CLERKS Hessen Godwin, Julie Wood

WAREHOUSE MANAGER Gedelias Donato

MARKETING CONSULTANT Seymour Miles

INTERNATIONAL LICENSING DIRECTOR Alison James, Trio Marketing

PHONE: (203) 266-7110

FAX: (203) 266-7651

ENTERTAINMENT CONVENTIONS, INC.

SHOW MANAGER & SALES Brenda Cook (845) 268-8068

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E-MAIL inquest@wizarduniverse.com

WORLD WIDE WEB www.wizardworld.com

InQuest: The Gaming Magazine Volume 1, Issue #88 (ISSN: 1081-5244). Please direct all inquiries concerning editorial information to *InQuest* Editorial Department, 151 Wells Avenue, Congers, NY 10920-2084, or fax (845) 268-0053. Please send all change of address and subscription inquiries to Wizard Entertainment, P.O. Box 656, Yorktown Heights, NY 10598. One-year subscription rate is \$29.95, Canada \$48.00, all other foreign \$70.00. All payment in U.S. funds only. Any statements made, expressed or implied in *InQuest* are solely those of the columnist or persons being interviewed and do not represent the editorial position of the publisher, who does not accept responsibility for such statements. Artwork and screenshots are trademark and © their respective owners. Entire contents ©2002 Gareb Shamus Enterprises Inc. The *InQuest* logo is protected through trademark registration in the United States of America. Publication information may not be reproduced in part or whole in any form without prior written permission of Wizard Entertainment and Gareb S. Shamus. *InQuest* is published monthly by Gareb Shamus Enterprises Inc., 151 Wells Avenue, Congers, NY 10920. Periodicals postage paid at Congers, NY, and additional mailing offices. Rate along enclosed. USPS Number: 013-208. Postmaster: Please send address changes to Wizard Entertainment, P.O. Box 656, Yorktown Heights, NY 10598. Made in USA.

I^Qquisition

BOOK BURNIN'... MELLFIRE!... GOT BRASS?...

Judgment has passed. And not just passed—it got an “A.” Magic’s latest expansion is receiving thumbs up from just about everyone... “Inquisition” writers, Magic pros, the Taco Bell Chihuahua... You name it. What’s not to like? Phantom creatures, Advocates, punisher cards... It’s all good. Well, except for anything with “Soulgorger” in the title. According to Fred DeSantos of Hialeah, Florida, “they should have called it ‘So-sucky Orgg.’” Amen to that, Fred.

And there’s one other little problem—no artifacts. “Are the Magic designers anti-artifites?” questions Geoff Wellmister from Bronx, New York. It sure looks that way. Ever since Masticore wrecked house in Urza Block, Magic R&D has been very stingy with good brown cards. They’ve laid a few eggs and given us the Mirari, but it ain’t like it used to be. Back in my day, you could pack Karn, Phyrexian Processor, Masti and Memory Jar into your Type 2 deck and clean some clocks. Go brown!

FINALLY!
MY INFLATABLE
RELATIONSHIP
FACILITATOR HAS
ARRIVED.

NOW I’VE SEEN IT ALL

I just read the “IQ Theater” and was disgusted by the overt agenda portrayed by the characters. I am a born-again Christian and a store owner/manager of a successful card game store. I understand arguments by both sides regarding the trading card games and other related material, but calling people with strong religious views names—even if those views are narrow—is not a good way to defend your position. I do understand that it is supposed to be funny, but use humor, not personal attacks.

Jason Webster
Saint Louis Park, Minn.

Let me get this straight; you’re identifying with the toy dolls burning fake books in a comic strip? That, kids, is why we have to print “Not recommended for all ages” on the cover.

HIS LITTLE PONY

Why do you say bad things about Dwarven Pony? I’ve actually seen one win a game. It may have been a fire-breathing, holy-strengthened Dwarven Pony, but it still was a Dwarven Pony. So go pick on some other card.

Norman Dean
ndwyvern@hotmail.com

I saw a pony win a game once. I witnessed some doofus casting Dwarven Pony, had a heart attack and fell over on the other guy, crushing him right in his folding chair. Tragic.

MAKE MINE MELLFIRE

My friend and I just got back into Magic and we wanted to get into a new games too, so we picked Magic: Nation and Mage Knight. Mage Knight was on InQuest’s recommendation by the way. These games rock. So it got me thinking that they all start with “M.” So I thought I’d ask the experts how many other good “M”

games are out there besides Monopoly. I bet even Spellfire could be saved by this new discovery; just rename it “Melfire.”

Raymond Baysinger &
Jay Watkins
Booneville, Arkansas

That bodes well for MechWarrior this August and Fantasy Flight’s recently released Maginor. Of course, there are older “M” games worth checking out: Middle-earth—the RPG and CCG—Machiavelli the board game and Maggot, the eatable bug game, are just a few.

60 MINUTES SUCKS

I’m a big fan of Ultima Online and have been since ‘98. I know how to make my guys really good but I can’t stay in competition with my friends. The reason? My dad. He thinks that I play too much so he gave me a “time limit” in which I can only play one hour of Ultima each night and two hours on non-school days. It’s so freakin’ gay! My older brother plays a lot more than me and gets worse grades, yet he has no time limit. My dad thinks that playing too much is bad. I say that everyone at InQuest plays a lot more, and you’re probably a lot smarter than he is. What do you think about my situation? Please respond, I would like to show my dad because it may get me off this stupid time system.

Eric Durrenberger
Mrshll47@aol.com

Look at the bright side, Eric. Your dad has obviously written off your brother, while still caring about you. But one lousy hour of Ultima a day!? Daddy dearest does need to lighten up. I’d threaten to call the local child welfare department. And then do it. They’ll take you to a nice foster family. Granted, they may feed you dog biscuits for dinner, but your Ultima character will soon be très buff. Worth the trade-off?

SUSPEND MAGIC NOW!

I just want to say that Magic nowadays blows! I have gotten very bored with it. I find other new card games interesting and far superior to Magic—Lord of the Rings and Star Wars to name a few. I think

well of knowledge

You got questions... We got answers. Well, not us personally. But here are the best places you can go to find the information you so desperately crave.

Magic
Online price guide, buying and selling forums:
Website: wizardworld.com
Ask the publisher any question about the game:
E-mail: questions@wizards.com

Magic
Most current, complete and extensive rules clarification’s and card rulings. Also has the complete comprehensive rulebook in pdf and Word formats:
Website: www.crystalkeep.com/magic/index/html

people at Wizards of the Coast should suspend *Magic* for a while before bringing us a new set. Those people have run out of fresh ideas for creating new, exciting mechanics. Flashback is essentially the same as buyback, graveyard recursion is old, echo mimics cumulative upkeep, and threshold just doesn't give me something to chew on.

BTW: Can you sacrifice one page of your mag for a *WWF Raw Deal* CCG price guide? Pretty please with sugar on top.

Jerry K.
Jakarta, Indonesia

If you're looking for something to chew on, Jerry, check out the meaty bones at your local pet store, or I can send you some of my wife's mashed potatoes. But I gotta disagree with your dis of *Magic*. I think the game is the best it's ever been. Threshold is my favorite mechanic of all time. I asked the other staffers for their favorites: Mike and Jeremy both picked madness. That's three votes for the current block. Steve dreams of the return of buyback, and Brent has fond memories of snow-covered lands.

And just to show everyone it pays to write, you'll find the *Raw Deal* price guide in this issue.

TO INFINITY AND ...

How many infinite mana combos are there that are three cards or less? I know of Sliver Queen/Ashnod's Altar/Heartstone and Candelabra Of Tawnos/Tolarian Academy.

Python1630@aol.com

Hate to break it to you, Python, but tapping the Academy to pump one mana into the Candelabra to untap the Academy isn't really killer. Besides we avoid combos involving banned cards. If you really want mondo mana, nothing beats the efficiency of Worldgorger Dragon and Animate Dead.

CITY OF ASS?

In *InQuest* #81 you rated City Of Brass with five stars while Mana Cylx got only three. Both let you add one mana of any color to your mana pool, but City Of Brass does one damage to you when it becomes tapped; Mana Cylx doesn't and only costs one mana to cast and one to activate. Also, why did you rate Allay two stars and Aura Blast a four? They both destroy target enchantment for the same cost. The only difference is that Blast lets you draw a card while Allay has Buyback. They should both be rated the same.

Brett Dodd
Silver Spring, Md.

Ah, young grasshopper, you are unlearned in the finer points of *Magic*. There are many

subtleties that reveal themselves only after years of contemplation, study and menial labor. Decks that play City Of Brass crave speed and don't care about the point of damage; they don't want to be slowed down by casting a Cylx. Also, the City does in one card what takes the Cylx two. At the competitive level, you can't afford to waste cards. Likewise, Aura Blast is better than Allay because, in the current environment, you want to have cards in your graveyard, and drawing a card for free is much preferable to paying the three mana Buyback cost in order to get another Allay. Come over and scrub my toilet, and I'll explain why Prismatic Strands is better than Prismatic Spray.

MR. ARITHMETIC

On page 54 of *InQuest* #85 in "Killer Armies," you have a 100 point army, well, um..., that's wrong. If you add up the point values they equal 103, so it's not a valid army.

Ryne Thornburg
Keosauqua, Iowa

You folks in Iowa ever heard of "the new

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math?" No? Well then just rip the leg off one of the figures, that should subtract three points.

Man, I hate math. I still have recurring nightmares about college trig. It's always the same one: A cosine is chasing me and beating me about the head with a tangent, while thousands of fang-toothed remainders nibble at my product.

Tom Slizewski

Managing Editor Tom Slizewski is available for parties, weddings and hoedowns. And he'll work for cake.

Poll Position ONLINE QUESTION OF THE MONTH

WHO'S THE COOLEST MAGE KNIGHT CHARACTER?



MY ARMS ARE WEAK. BUT MY BACK, IT IS STRONG.

YANNA FAIRHAME
1%

SCYTHAPOX
11%

HAAGOR DUNE-BREAKER
5%

ANUNUB
13%

OTHER
15%

BLACK THORN
54%

And the winnah is... Black Thorn by a mile! It seems our supposition was correct: Players just can't get enough of chicks in chainmail. And to prove that point, Kerrai was a leader in the "Other" category, along with Norfur Thott and the Order Of Vladd. But the big winner among the also-rans was Pestilence, one of the four impossible-to-get horsemen from Sinister.

Yu-Gi-Oh!

Official site for tourney info, character bios, FAQ and latest news on this hot new CCG.
Website: yugioh-card.com

Lord of the Rings

Complete checklists and strategy for most Decipher games, including *LotR*, *Star Wars* and *Star Trek* CCGs. Website: www.decipher.com

Mage Knight

Every figure in full color, complete with stats, tourney info, strategy articles, upcoming product. Very slick site. Website: www.wizkidsgames.com/mageknight/

Warhammer CCG

More official FAQs, card errata and forums than you can shake a psyker's plasma rifle at. March on over and enlist. Website: www.sabertoothgames.com

Legend of the Rings

The place to go for all the official poop on the CCG, RPG, upcoming tourneys—you name it. Website: www.alderac.com

10 news

Super Dudes of Summer

SILVER AGE SENTINELS, MUTANTS & MASTERMINDS AND AN ALL-NEW MARVEL RPG ON THE HORIZON

America's favorite wall-crawler isn't the only one getting strange powers this summer.

It seems superheroes are on everybody's mind, particularly in the game industry. In other words, grab your masks and hoist your capes, people, it's gonna be a red-hot summer of superhero roleplaying games.

And you won't have to wait. The year's first roleplaying game with all-new superheroes is available right now: *Godlike* from Pagan Publishing and Hobgoblynn Press. *Godlike* focuses on the first major era of superheroes—World War II. *Godlike*'s player characters are so-called "Talents," extraordinary superhumans who become players in the conflict between the Allies and the Axis.

"Most superhero games lack a strong theme, as in, what do I do besides socking bad-guys in the jaw?" said *Godlike* designer Dennis Detwiler. "How much stronger a theme can you get than WWII? Also, you don't have to contrive some origin to get the group together, orders is orders."

Godlike's biggest advantage is a simple mechanic that allows for extremely quick combat, resolving the details of initiative, success or failure, and damage with a single die roll. *Godlike* also features d20 conversions.

The second major entry into the fray this year is *Silver Age Sentinels* by Guardians of Order, due out in July. "*Silver Age Sentinels* invokes the

DO YOU HUNGER? There's enough superhero roleplaying in the works to satisfy even Galactus.

themes and ideals of the Silver Age of comics placed in a modern context," said developer Jesse Scoble. "It's a game about heroes."

SAS will employ the Guardians of Order proprietary mechanic, the Tri-Stat System, used in their best-selling anime roleplaying game, *Big Eyes, Small Mouth*.

However, Guardians of Order announced in April that it will also publish a parallel edition of SAS in August which uses the d20 system.

"By presenting fans with two options," Scoble continued, "we hope to appeal to both our core Tri-Stat fans and the large community of gamers who want a mechanic for d20 superhero campaigns."

The third major entry into superhero-genre roleplaying for the summer is an old favorite. Hero Games, publishers of the new *Hero System Fifth Edition*, have promised the addition of a *Champions* genre book in August. This genre book will act as a plug-in to the successful new edition of Hero System.

How will this edition stand up to what *InQuest* magazine called the best roleplaying game ever? "[The *Champions* genre book] will be better," said *Champions* author Aaron Allston, "because of improved design and added years of experience."

That should be enough superhero product to satisfy even the most rabid of comic fans, but there's more in store. Marvel Entertainment is working on *The Marvel Universe Roleplaying Game* along with the team of developers from the classic roleplaying game *Paranoia*. Together, they're looking to come up with a game that strikes a balance of new and old-school roleplaying. As it stands now, *The Marvel Universe Roleplaying Game* will feature a unique, dice-less system, tons of



Marvel's beloved characters and an affordable but quality core rulebook that will fit alongside your Spider-Man and Avengers graphic novels.

"We're looking to create a game with a fast moving, dynamic mechanic that players of all ages can quickly learn and then master," said Marvel's Marketing Communications Manager Bill Rosemann. It won't hit stores before 2003 though.

More immediately you can satisfy your superhero fix with:

- *Alpha/Omega* from Action Studios. A fusion-based superhero game tied closely to metaphysical themes and the eternal conflict between good and evil.
- *Corporate Supers* from Battlefield Press. A sourcebook for *Cityscape: City on the Nexus of the Omniverse*.
- *Cyber Age Adventures RPG 2nd Edition*. Based on the superhero fiction universe of the same name.
- *EMP Shockwave* from InterStrike. A post-apocalyptic superhero game.
- *Modern Knights* from Plaid Rabbit. Four-color celluloid superheroes by Dave Van Domelen.
- *Mutants & Masterminds* from Green Ronin. Due out in October, this d20 superhero game is by Steve Kenson, with comic book artists including Ale Garza (*Ninja Boy*). ■ **Tim Avers**

INSIDE



Top 10 Lord of the Rings cards.
PAGE 28.



EverQuest II
PAGE 40.

1,001 Jedi Nights

BECOME A STAR WARS TCG APPRENTICE

Whether apprentice, padawan or sith master, you'll want to check out Jedi Nights.

That's the name of the *Star Wars TCG*'s just announced new league program. It's free and Wizards of the Coast (WotC) will be providing special promo items for each sanctioned event available only through Jedi Nights and the mass-market *Star Wars League*.

Promo cards—alternate art foils—will be awarded as follows: one copy to the winner; one copy to the second-place finisher; and one copy randomly awarded to a tournament participant.

Each Jedi Nights event will be DCI-sanctioned, meaning players will develop *Star Wars DCI* ratings and rankings based on their participation. All Jedi Nights tournaments will use a K-value of 16. An event's K-value determines how many points a player's rating can go up or down with each match win or loss. WotC wants to create a higher profile for the *Star Wars TCG*, so a minimum of eight players must participate in Jedi Nights events to make them official.

According to Chris Erb, brand manager for the game, Wizards is also looking at a judge program similar to the one currently offered for *Magic*, a participation point redemption system similar to the *Magic* token system and something akin to the *Sideboard* online magazine. Details are still being worked out, but the 2002 *Star Wars TCG* World Championship has been set for Gen Con in August.

"We have a very strong commitment to the game because of the strength of the *Star Wars* property and the strength of the game design," Erb said. "We are dedicated to providing a similar amount of resources to *Star Wars* as we do to our other successful games. We anticipate this game to be one of the strongest selling TCGs of all time and something we are in for the long haul." ■ **Gene Hetzel**

GET JANGO WIT IT *Star Wars TCG* players are getting DCI ratings.

STOP!
OR MY KID WILL
STAR AS A WHINEY
TEENAGER IN
"EPISODE III."



Collectible minis games we wanna see.
PAGE 104.

PLUS:

Mega PRICE GUIDE.
20+ Games.
PAGE 50.

Wild Dogs and Killer Squirrels

HARVEY ROLLS OVER ARMY OF PSYCHATOGS TO WIN *MAGIC* NATIONALS



EUGENE HARVEY

Ironically, the year's most unpredictable big dollar *Magic* tournament is the U.S. National Championship.

Because of the variety of formats national tournaments encompass—draft, sealed and constructed—and the many unknown tournament players who qualify, the Nationals has been a proving ground for the games up-and-comers and a free-for-all for the games most respected names.

The top three finishers here get spots on the U.S. National team. Last year, Eugene Harvey came out of nowhere to earn his spot and helped bring the U.S. another Worlds team title. This year, Harvey did not come out of nowhere. He went straight from the top to the top, beating every-

one in his path—old and new—to win the 2002 U.S. Championship, in Orlando, Florida, in early June.

Nationals are different from Pro Tours in that you must place in the top eight of a regional tournament, have 20 or more pro points or be in the top 75 rated players in the country to qualify. With so many different ways to get your foot in the door, there are many unexpected match-ups and a wide variety of deck types.

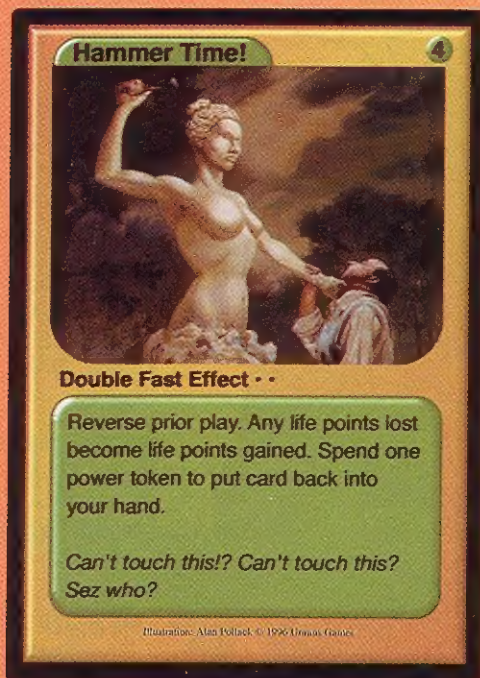
Consequently, this year's top eight was filled with an assortment of personalities from all walks of *Magic* life. There were familiar players like Harvey, Alex Borteh—a Worlds top eight competitor and gravy train-riding pro—and the often controversial Mike Long. Rounding out the finalists were lesser knowns like Matt Rubin, who qualified through Florida Regionals; Eric Franz, the Oregonian new comer; former Junior Super Series standout Blake Quelle; break-out Nationals competitor Andrew Ranks; and the wild card of the top eight, Peter Jesuale.

Half of those—Borteh, Rubin, Franz and Ranks—all played variations of the Psychatog deck that dominated regional events around the country and nationals around the world. Two members of the top eight came with red-blue-green decks, with Harvey using Opposition to lock down the board, while Quelle played Violent Eruption to blast it away. Long sought to put madness on the map with a deck full of cards using the ability. Jesuale was riding an old-school blue-white-red deck, the only player clearly deviating from the established metagame of black-blue or blue-green.

When everyone had played their hands, it became clear that Psychatog beats everything in sight... except blue-green-red Opposition. Harvey beat three Psychatog decks in a row—each one 3-0—to steamroll to the title of U.S. National Champion and bag \$25,000 in prize money, reclaiming his spot on the National team. He ended the final match of the weekend by breaking into a smile, casting Deep Analysis twice to fuel his Wild Mongrels, and saying: "I've had enough of you!" ■ Zev "Woof Woof" Gurwitz

FACTORFICTION

REAL CARD OR INQUEST IMPOSTER?



Bad puns in CCGs are as old as the granddaddy of the genre, *Magic: The Gathering*. We still wince when reading that the Werebear "exercises his right to bear arms." This month's puzzle is to determine if a real company produced this groaner or if we went for broke and made it up. Don't stay home thinking about it until you get evicted, the answer's on page 24.

HARVEY'S NATIONALS WINNING CONSTRUCTED DECK

CREATURES (18)

- | | |
|---------------------|-----------------------|
| 4 Birds Of Paradise | 1 Flametongue Kavu |
| 3 Flametongue Kavu | 4 Gainsay |
| 3 Llanowar Elves | 3 Jade Leech |
| 4 Merfolk Looter | 2 Static Orb |
| 4 Wild Mongrel | 2 Unnatural Selection |
| | 1 Upheaval |

SPELLS (21)

- 2 Call Of The Herd
- 4 Circular Logic
- 4 Deep Analysis
- 3 Fire/Ice
- 4 Opposition
- 4 Squirrel Nest

LAND (21)

- 7 Forest
- 5 Island
- 3 Karplusan Forest
- 2 Shivan Reef
- 4 Yavimaya Coast

SIDEBOARD (15)

- 1 Aura Graft
- 1 Call Of The Herd



INHEAT

WHAT'S GOT BUZZ IN THE
WORLD OF GAMING

YODA

• **YODA** It's a muppet Jedi trifecta: He was unquestionably the coolest thing in "Episode II." His studly new version in the *Star Wars: Sith Rising* expansion kicks giant galactic ass. And soon, you'll be able to game live with the little guy in the online *Star Wars Galaxies* game (see page 44 for more).

• **EVERQUEST RPG** This has our vote for most eagerly anticipated roleplaying item of the summer. Even online-only junkies will want to have a handy printed reference for the monsters and races they encounter on their screens.

• **MAGIC EXTENDED CHANGING** When *Onslaught* debuts this fall, the Extended tourney format will change radically. Starting then, Extended will only include the most recent six to eight blocks. A big upside to this is that it will make the format more accessible to the average player with many big-dollar cards—i.e., dual lands, Force of Will—no longer legal.

• **UPPER DECK** This formerly low-key game company has the hottest thing going right now with the *Yu-Gi-Oh!* CCG. It's looking to stay on top by recently inking a master trading card game license for Disney properties: *Lion King* CCG, *Snow White* TCG, *Beauty and the Beast*. They're all Upper Deck's to make.

• **MAGIC IN CYBERSPACE** As *Magic Online* goes live, there's major buzz on how virtual cardflogging will affect the game. Only time will tell, but one thing's for certain: this year's top players won't be going to some exotic locale for the *Magic* Invitational. The top pros are all being invited to Seattle, and the Invitational will played out live in cyberspace.



E3 BOOTH BABES

• **BOOTH BABES** We all forget the B and O of packed summer cons PDQ when treated to a little T and A. It's something to O.

To Betazoid or Not to Betazoid?

DECIPHER INVITES WORLD TO PLAYTEST NEW STAR TREK TCG

Ever wanted to be a trading card game (TCG) playtester? To shape a game from the ground up? Now's your chance as Decipher, publishers of *The Lord of the Rings* TCG, RPG and *Star Trek CCG* and RPG, have opened up the design and playtest process to anyone who wants to participate.

To allow their now eight-year-old *Star Trek CCG* to "live long and prosper," the company is experimenting with the idea of launching another game set in the *Star Trek* universe. The plan calls for an all-new game, one that's easier to learn than the original and less burdened by complex rules and strategies presented by the current game. However, before Decipher CEO Warren Holland greenlights the new project, he wants to be certain it's something fans want.

"We have decided to open up the design process in a way that has never been done before," says Tim Ellington, head of Decipher's TCG design studio. "We are posting decks and rules for the game on our website and allowing anyone who wants to play the game to download it and offer feedback—positive or negative—on its design."

Here's the deal: Four 50-card decks are posted on the site, one each for the Federation, Klingons, Ferengi and Borg, plus the latest version of the rules. Just download them and print them out. Then grab some Romulan ale and dive right in.

Decipher will watch your comments closely. Just post your opinions on their message board for all to see. If you hate it, tell them why. Tell them what works and what doesn't. Just realize that the game is in its infant stage. Nothing has been finalized.

What we do know is that the game covers all the *Star Trek* eras—from Archer to Kirk to Janeway. It differs from the existing CCG in that it takes all players to one location in an attempt to score points using an episode card. Starship versus starship battle is an integral part of play, with character abilities and hazards included to shake up things. The new game plays fast and has lots of player interaction.

"The four online decks don't come close to the complete card set we envision; they are just a sampling for play test purposes," said Ellington. Everything you need to get involved—decks, rules, a design diary and message board—is at (www.decipher.com/startrek/newgame). ■ Andrew Lupp



Make Mage Knight History

APPROVED PLAY ADDS TO MINI MADNESS

If you've ever fantasized about being plastic, two inches tall and affixed to a combat dial, WizKids has a deal for you.

Starting this month, the company behind the collectible miniatures revolution will immerse you in the world of *Mage Knight* like never before with its new and improved Approved Play program.

After listening to requests from fans, WizKids created a monthly league that lets *Mage Knight* players directly affect *Mage Knight*'s evolving history.

The new campaign system features four weekly battle scenarios each month, the results of which are uploaded onto the WizKids website, where gamers can follow the developments of the story as they unfold. How is this new system different from the already popular storyline tournaments offered by WizKids? "The new campaign system links weekly scenarios to tell a bigger story," said Lucas McWilliams, promotions and community development director for WizKids. "Also, future stories will refer back to events that happened in earlier campaigns."

In the first storyline, July's "Bridge over the River Khamita," players swear allegiance to one of two competing factions: Jeet Nujarek, Lord Protector of the Atlantean Empire or the opposing rebel forces of the Red Duchess. The first scenario "Netting the Pigeon," draws players into the attack on the rebel capital of Khamsin. Whether the capital stands or falls and what happens next is in the players hands.

If having a hand in shaping the world of *Mage Knight* is not enough, WizKids has lined up an impressive array of prizes for victorious campaigners. Weekly champions and fellowship winners receive exclusive limited edition figures as well as enamel pins representing the side for which the player fought during the campaign. Prizes aren't just reserved for the winners, though. Every participating player will receive a coupon that can be redeemed for a limited edition figure, as well as an exclusive enamel pin.

Approved Play won't be used with either Marvel or DC *HeroClix*, whose comic book worlds already possess a rich history, but they will make their way into *MechWarrior: Dark Age*. ■ Steve Shinkaruk





info served in
bite-sized chunks

NEWS BITES

• Arnold Schwarzenegger has signed on to produce and star in a remake of the 1973 sci-fi film "Westworld," playing a malfunctioning robotic



CONAN

Old West gunman. Schwarzenegger has also agreed to star in a new Conan film, to be written and directed by the original's John Milius; "King Conan: Crown of Iron" would

involve pairing the hero with a younger swordsman.

• Tom Cruise ("Minority Report") is attached to star in "The Last Samurai." Set in the 19th century, the epic drama stars Cruise as a colonial who arrives in Japan to train the troops of the Japanese emperor.

• David Fincher ("Fight Club," "Panic Room") may direct the next "Mission: Impossible film."

• Natascha McElhone ("The Truman Show") will co-star with George Clooney ("Ocean's Eleven") in "Solaris," a story centering on a psychologist sent to investigate unexplained behavior on a space station.

• Edward Burns ("15 Minutes") is in negotiations to star in an adaptation of the Ray Bradbury's "A Sound of Thunder," with Peter Hyams ("End of Days") attached to direct the story about a time-traveler who kills a prehistoric butterfly, setting in motion a series of events that erase humanity from existence.

• MTV's animated Spider-Man series

will feature the voices of Neil Patrick Harris ("Doogie Howser," "Undercover Brother") as Peter Parker/Spider-Man, singer Lisa Loeb as Mary Jane and Ian Ziering ("Beverly Hills 90210") as Harry Osborn.

• Fox has acquired the film rights to the "Dragon Ball" anime series.

• Mindfire Entertainment has acquired the film rights to the *Dead or Alive* video game: Mindfire is already working on a film adaptation of Sega's *House of the Dead*.



SPIDER-MAN

FACT OR FICTION

Sometimes good ideas go awry. As they did with this illustration. We commissioned the piece as a possible cover but it struck out. It's never appeared anywhere until now on this fictitious card.

DC HeroClix Sneak Peek

FOUR PREVIEW FIGURES FOR THE YEAR'S BIGGEST GAME

HeroClix is flying to the next level with the introduction of the DC universe characters in September. Hypertime will add 150 more characters and a slew of new powers and abilities. Get ready to command the likes of Catwoman, Batman, Plastic Man and—oh yeah—these guys. ■ IQ staff



Warlord Makes Call to Arms

FANS AND PROS TO DESIGN NEXT EXPANSION

Letting fans tinker with a card or two in a collectible card game expansion is nothing new. Many games have done it. Now, Alderac Entertainment Group (AEG) is taking the idea to an unheard-of level.

"We're letting fans and industry professionals and celebrities design an entire Warlord expansion," said Mark Jelfo, creative and marketing director at AEG. "We're trying to empower everyone who's ever played a CCG."

So what exactly can you make? The sky's the limit, according to Jelfo. Warlords, grunt troops, spells, magic items—all are needed to fill out the 300-plus card set. Fittingly titled *Call to Arms*, the expansion will have a starter deck for each faction including the Mercenaries.

"Obviously we have a lot of work to do and we want as many card submissions as possible by August 30th so they can be adequately playtested," Jelfo said.

In addition to getting fans involved, AEG is approaching many well-known industry personalities and asking them to design cards. "We've asked Peter (Adkison), as well as Ryan Dancy and hope to include Margaret Weiss and Tracy Hickman," Jelfo said.

The *InQuest* staff, fans of Warlord since day one, will be designing the most kick-butt card in the entire set. If all goes according to plan, our card will be a promo inserted into an issue of the *InQuest* early next year. The winners of Warlord tournaments at Origins and Gen Con will also each get to design a card.

If you're interested in showing off your Warlord card design skills surf on over to (www.warlordccg.com) or snail mail AEG, 4045 Guasti Rd. #212, Ontario, CA 91761-1531, for a submission form. And if eternal fame isn't enough incentive to jump-start your brain, keep in mind that the player who submits the most ideas that see print will be awarded a prize.

Call to Arms is scheduled to release in February 2003. ■ Tom Slizewski



[ONDECK]

PICK OF THE MONTH

STAR WARS TOO:
BOTH RISING

They're going to be around for a long time, and they're going to be around for a long time. The first step is to get the most out of the game. The first step is to get the most out of the game. The first step is to get the most out of the game.

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ARROWFLIGHT RPG

WHAT IT IS: Corvel and Kilmoor—two nations at war. Will your character answer duty's call? Nine races, innovative skill mechanics and an easy-to-learn combat system provide the blueprint for your destiny. Deep7. **\$22.95.**

WHY IT'S COOL: It ain't just hack 'n' slash. Amongst the chaos of war, look for politics, economics and cultural diversity to play a part in the conflict.

BROKEN BLADES

(*Legend of the Five Rings* CCG)

WHAT IT IS: A new leader has seized the throne, even as a Shadowlands army closes in on the Imperial capital of Otosan Uchi. 150-plus card set. Alderac. **\$11.99** per 84-card starter; **\$2.99** per 11-card booster.

WHY IT'S COOL: The new Crab, Scorpion and Unicorn clan decks—though we're still waiting for the Honorable Termite, Iron Platypus and Retarded Monkey clans.

CARD VAULT

WHAT IT IS: Software that allows game collectors to easily track inventories of their favorite CCGs or minis games. Lone Wolf. **\$29.99.**

WHY IT'S COOL: For the sheer amount of stuff it does. Besides fully supporting *Mage Knight*, *Magic*, *L5R*, *Warhammer 40K* and more, *Card Vault* provides easy-to-manage trade and want lists and powerful deck-building tools with detailed stats and graphs.

CLASH OF THE GLADIATORS

WHAT IT IS: A board game where you recruit gladiators among sword-swingers, spear-throwers, net-casters, shield-bearers, trident-pokers and more, then send 'em into the arena to face hungry beasts or opponents' fighters. For two to five players. Rio Grande. **\$29.95.**

WHY IT'S COOL: "What we do in life echoes in eternity." Heck, maybe you could win an Oscar too.

DERYNI RPG

WHAT IT IS: Based on the best-selling fantasy series of the same name by Katherine Kurtz, this RPG is as much about story as action, with chivalry, royalty and religion all playing a part in the persecution of the Deryni, a race with the gift of magic. Grey Ghost. **\$34.99.**

WHY IT'S COOL: It's always great when you can hand your mom a copy of a critically acclaimed bestseller and say "Yeah, I'm playing a game based on this."

DUNGEONS & DRAGONS
E-TOOLS

WHAT IT IS: A CD-ROM that allows DMs to generate characters, monsters, treasures and encounters—which can be catalogued for easy and quick reference—track characters' progress and more. Wizards of the Coast. **\$29.99.**

WHY IT'S COOL: If you're anything like us, you've got binders and files full of old character and campaign info floating around. Imagine all that mess in one compact, easy-to-manage package.

DRAGONLAND

WHAT IT IS: Players guide competing teams of dwarves, elves, wizards and other fantasy minions as they loot treasure for dragons from the mouths of volcanoes. A board game for two to four players. Rio Grande. **\$34.95.**

WHY IT'S COOL: The "Tower of Destiny." We don't know what it does, but it sounds pretty ominous to us.

EPIC LEVEL HANDBOOK

[Dungeons & Dragons]

WHAT IT IS: Information on character-building, spellcasting, monsters, skills, feats and more promises that there are always challenges for your 86th-level character. Wizards of the Coast. \$39.95.

WHY IT'S COOL: Nothing honks off a DM more than when PCs grow too big for their britches and take out his favorite monster with one blow. This book ensures that'll never happen again.

EVERQUEST RPG PLAYER'S HANDBOOK

WHAT IT IS: Online gaming comes to your tabletop. Everything that makes EQ the most popular RPG in cyberspace is now a pen-and-paper RPG, compatible with the d20 rules of *D&D Third Edition*. White Wolf. \$29.95.

WHY IT'S COOL: You don't need to spend two grand on a top-of-the-line computer and T1 connection to play. What a bargain!

FORBIDDEN KINGDOMS

WHAT IT IS: Indiana Jones meets "The Lost World" in this new pulp-genre, d20-system RPG where the action is two-fisted, the women are feisty, and your middle name is "danger." Otherworld. \$39.95.

WHY IT'S COOL: If you don't think Indiana Jones rocks, you're obviously mentally challenged. You probably like beets too, you goober.

FULL EAGLE DAY [Judge Dredd RPG]

WHAT IT IS: Rookie judges must pass one final test before taking their place on the battlefields of Mega-City One, their final street assessment under none other than Dredd himself. Mongoose \$9.95.

WHY IT'S COOL: Cuz judges don't have to wear those hats that make 'em look like mounties.

LOST TOMB OF KRUK-MA-KALI [Dungeons & Dragons]

WHAT IT IS: Kruk-Ma-Kali, the long-dead hobgoblin king, is still remembered through the lands of Tellene—as is his treasure. Now PCs have their chance to solve the riddles of his tomb and get his goods. For eighth- to 14th-level characters. Kenzer & Co. \$16.99.

WHY IT'S COOL: Cuz you won't run into Kruk's cousins Meego-Muk-A-Muk or Kama-Kama-Kami-Kameleon.

MEDABOTS CCG

WHAT IT IS: Based on the hit cartoon. More than 100 medabots, fueled with artificial intelligence and a huge arsenal of weapons, do battle in the "Robattle" arena. Upper Deck. \$9.99 will get you a 31-card deck, two, five-card boosters and a battlemat; \$1.49 per additional booster.

WHY IT'S COOL: Optimus Prime, the Terminator, R2-D2... Before you join the ranks of the big boys, ya gotta start small.

MUNCHKIN D20 PLAYERS HANDBOOK

WHAT IT IS: The *Munchkin* card game poked fun at roleplayers, and this new RPG supplement cranks the fun up another notch by adding wacky elements from the card game to your RPG. Steve Jackson. \$9.95.

WHY IT'S COOL: Doesn't every game need a "chainsaw of bloody dismemberment" or "ancient, enraged, plutonium dragon"?

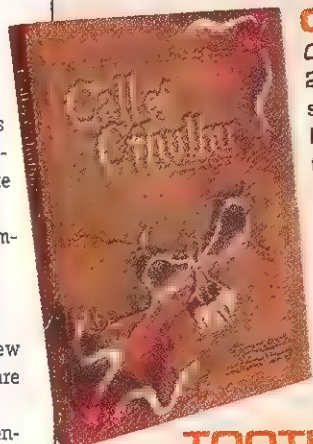
PATH OF THE SWORD [d20 fantasy]

WHAT IT IS: First in "The Path" series of d20 supplements from Fantasy Flight Games, this book provides more combat styles and rules, feats, prestige classes and equipment than you ever thought possible. \$24.95.

WHY IT'S COOL: The introduction of "legendary classes," advanced prestige classes for high-level characters—in this case, fighter-types.

BEST BUYS

GREAT GAMES WE CAN'T GET ENOUGH OF



CALL OF CTHULHU

CoC has been a cool RPG for more than 20 years. But d20 has done the impossible and made it even better. How so? By spreading the insanity. The d20 system lets you use the incredible rules for sanity in games like *D&D* and *Spycraft* where they never before were expected by players. Plus, the stats for Cthulhu haven't been seen in a *D&D* game since first edition. Wizards of the Coast (wizards.com) is the publisher, but try Chaosium (chaosium.com) for all your other Lovecraft needs. \$39.95.

TOOTH & CLAW

Creatures with an armor class of six or seven usually blow nothrog-sized chunks. But not when they've got the Astral or Ethereal designation. That's because even or odd strikes, respectively, automatically miss these new breeds of monsters that extend across all *Warlord* factions. Mercenaries and wizards receive the biggest power-up in terms of card quantity and quality this time around. Alderac. (alderac.com). \$9.99 per 50-card starter; \$2.79 per 11-card booster.



SHADOWFORCE ARCHER

The name is *Roth*... *Spycraft*. The d20 system has ushered in a new golden age of roleplaying, and *Shadowforce Archer* is the first great action-espionage setting since *Top Secret* two decades ago. With combat and damage systems tuned for lethal gunplay, a keen method for cinematic chase scenes and a unique procedure that allows for creation of criminal masterminds, this is one game that

looks to be number one with a bullet among real RPGers. Alderac. (alderac.com). \$34.95.

FLAGSHIP

Part CCG, part wargame, all bloody space combat. *Flagship* puts you at the head of an intergalactic armada out to put the hurt on its neighbors. Customize your fleet and pound away at your foe using weapon and special crew cards. Two different races, each with their own specialty in combat, come in each box, and there are two different boxes from which to choose—*Prometheus Unchained* and *Coyote Stands*. GMT. (gmtgames.com) \$16.



RING



LORE

By the
IQ Gamer
staff

The Top 10 Lord of the Rings Cards

Saruman had the right idea. Who wouldn't want to control all that is grand on both sides of Middle-earth, from the dank reek of Mor-dor to the vast beauty of Rivendell and the Shire? Who wouldn't want to command the world with the Ruling Ring?

However, we've got our own methods to rule and have assembled the 10 biggest bombs from Decipher's *The Lord of the Rings* TCG. From companions and allies to minions and conditions, we scoured the game's base set and *Mines of Moria* expansion until we emerged with a definitive list of top cards. These are the most powerful and versatile cards in the game—the cards that should be in almost any deck.

We also glanced into the omniscient Palantir of Orthanc to discern the best of the best from the hot, new *Realms of the Elf-Lords* expansion. Whether you want Gondor goodness or nazgûl nightmares, *Realms* is where it's at.

So come, my preciousssss, and join us as we unveil the true power within fantasy's top game.

Lord of the Rings: courtesy of New Line Cinema



10 SLEEP, CARADHRAS

WHAT IT IS: Gandalf's most powerful spell destroys all conditions in play. If a Shadow strategy relies on cards like Blade Tip or Goblin Swarms, the bad guys might as well pack it in.

WHAT IT BEAT OUT: With an array of spells, Gandalf can cast the wound-nullifying Strength Of Spirit or minion-weakening Servant Of The Secret Fire. For raw board-destroying power, Sleep tops these and lesser spells like The Seen And The Unseen.

WHY IT'S #10: Nothing turns the game around like a well-timed Sleep; however, it does have its limitations. First, against the brute force of the uruk-hai or the nazgûl, it does nada. Second, only Gandalf can wield the spell, and it indiscriminately destroys all conditions. Third, it adds three twilight to the pool; usually, this is worth nuking several conditions, but it does throw another minion in your face during the Shadow phase.



9 LEGOLAS, GREENLEAF

WHAT HE IS: From Mirkwood arises the noblest of elves, one whose prowess both with bow and blade disempower the fiercest of enemies. He is Legolas, and his exertion power to target his archery fire places him at the top of the class for companions.

WHAT HE BEAT OUT: Other companions, namely Aragorn, Boromir and certain versions of Gandalf, stand taller in hand-to-hand combat. But only Legolas has the built-in ability to pick off threats too large for his company to handle. Even Strider needs a bow to receive this power. Frodo overwhelmed by orcs? Not with Legolas in the party.

WHY HE'S #9: Let's face it, most *Lord of the Rings* battles are won on the Shadow side, with Frodo usually falling victim to the ringwraiths' corruption, the uruk-hai's brute force or the swarms of Moria. With only two exertions between sanctuaries, even Legolas has his limitations.

8 TOWER ASSASSIN

WHAT HE IS: Lord knows what extra played him in the movie. But you'll recognize him in the game by the trail of dead allies he leaves behind. For four twilight, you get a Sauron orc that can zing two wounds at your enemy's allies.

WHAT HE BEAT OUT: Uruk Captain and his ability to return an extra uruk-hai to play would have made the list if it didn't only work with Isengard strategies. Goblin Wallcrawler, Orc Ambusher and Uruk Fighter are cost effective, but also are limited to certain deck types.

WHY HE'S #8: Does Bouncer keep saving your opponent's Frodo? Elrond drawing a lot of cards on the other side? Thrarin jumping up to become a fifth companion at an inopportune time? Get rid of those pesky allies with a Tower Assassin or two. Even if you don't kill an ally, the Assassin's an 11/3 menace to hobbit society.

7 ÚLAIŘĚ CANTĚA LT. OF DOL GULDUR

WHAT HE IS: The Lieutenant of Dol Guldur is a 10/3 fierce nazgûl for five twilight. Cantëa really hurts your opponent when he exerts to destroy a weapon borne by a character he is skirmishing.

WHAT HE BEAT OUT: Úlairë Ostëa rode in a close second. For four twilight, Ostëa is a 9/3 who can make up to two nazgûl fierce. Úlairë Enquëa can exert to wound companions, while Úlairë Nelya has a home site of two and can replace your opponent's site with one of your own.

WHY HE'S #7: There are a lot of powerful nazgûl, but Úlairë Cantëa does the most party damage of them all. With so many companions relying on weapons to keep their strength higher than the minions'—Ranger's Sword, anyone?—Cantëa can beat them down to human level. As an added bonus, he'll either deal two damage or kill the companion he's fighting.

ELF- LORDS WINNERS



BEST COMPANION Aragorn, Heir To The White City

He clears two twilight every fellowship, which means a free Arwen, a free Legolas, a free Ranger's Sword, a free...



BEST MINION Saruman, Servant Of The Eye

Saruman's built up a tyrannical reputation. How? By sending his minions over and over at the same target until it dies a horrible death.



6 HOBBIT STEALTH

WHAT IT IS: Four cards in every deck you run. No matter how powerful your deck, you might not draw that fourth companion to feed the Balrog or Lurtz, or that Ranger's Sword that'll let Aragorn take a couple of wounds without being overwhelmed. S'all good with Hobbit Stealth, which cancels any skirmish involving a hobbit up to site five, then gives a halfling +2 in a fight at every site thereafter.

WHAT IT BEAT OUT: All other means of evading the Balrog. There's no shortage of options: a Lórien Elf or Dwarf Guard or two, weapons on Aragorn, the nigh-impossible to overwhelm Boromir, Lord Of Gondor. Why let any of those guys take two wounds when you don't have to?

WHY IT'S #6: For one, you still need some defense in the late game; read on to #2 for the best option out there. Secondly, it's not a game-winner on the level of the top five.

5 SARUMAN'S SNOWS

WHAT IT IS: "Game over" for a party not toting weapons or a buttload of archery. Just plop down a Snows on a site and skirmish actions and abilities are negated for the upcoming combat round. Forget Swordarm Of The White Tower. Hobbit Stealth this. Watch Bouncer sit helpless as Frodo is overwhelmed. Here's a hint: Try it with Saruman, Servant Of The Eye now that *Realms* is available.

WHAT IT BEAT OUT: Aside from power minions, Snows is the best Shadow kill-card in the game. A party reliant on pumping its members is royally screwed by this blizzard, especially when Uruk Captain and Lurtz follow at a late-game site.

WHY IT'S #5: Many players are overly enamored with weapons, and if you run into heavy weaponry, it could limit Snows effectiveness. Of course, that's nothing a well-timed Úlairë Cantëa can't handle for you.

4 THE BALROG, DURIN'S BANE

WHAT IT IS: The biggest minion in the game, plain and simple. If you don't plan for an attack from this 17/5 fierce badass on site five, you'll be crippled or worse, dead.

WHAT IT BEAT OUT: The Balrog's rare counterpart, the Flame Of Udûn, costs two more and doesn't cancel archery fire. Not quite the same. Neither are the other big boys in the game like Moria's Cave Troll or Isengard's Lurtz, which aren't as formidable as Durin's Bane.

WHY IT'S #4: Unless a company has stocked up on a pair of Hobbit Stealths, the Balrog will deal serious wounds or overwhelm a company member—maybe even both. Every deck should carry one copy, since you can always fetch it at The Bridge Of Khazad-dûm. If you could reliably use him at more than one site, the Balrog would be number one.



BEST ARTIFACT The Shards Of Narsil

Cycle through your deck at lightning speed by placing extra Gondor cards on this artifact, then draw them when you really need them.



BEST POSSESSION Frying Pan

Hard to imagine a friggin' utensil beating out items like Long Knives Of Legolas. But the free, orc-wounding Pan gives new meaning to the term "Iron Chef."



BEST CONDITION Gondor Bowmen

Two points of archery is sweet. The fact that it's free makes it a major sugar rush.



GOBLIN RUNNER

WHAT IT IS: It looks innocent enough. It's just a tiny little Moria minion. A 5/1 that costs one twilight, right? Wrong. Once you reach site four, its ability to add two twilight to the pool actually nets you +1 twilight.

WHAT IT BEAT OUT: Any minion in the game. How many times do you have six twilight and want to play Lurtz, desire to power up your Úlairè Attèa or just need one more twilight to pull off your ultimate combo?

WHY IT'S #1 Let's see, a free 5-strength minion that adds one to the twilight pool? Despite its tiny size, the Goblin Runner sounds huge to us. It's half the engine of the dreaded Goblin Runner/They Are Coming card-drawing combo that fuels many decks. It fits with goblin swarms, big minions... Heck, it fits into every deck. Playing with the Runners increases the odds your Shadow deck'll do everything it's supposed to do. Just put in four copies and call it a day.



BEST SITE

Wastes Of Emyrn Muil
Isengard orcs are the most powerful race in *Realms*—doubly so here, where they can wound companions in the maneuver phase *before* combat.

IQ THEATER PRESENTS

THE FURTHER ADVENTURES OF JANGO FETT'S HEAD

BY PAT MCCALLUM & TOM ROOT

... SNIFF...

STUPID
JEDI.

BY MOK'S
HAMMER...
WHAT HAVE
WE HERE?

DIBS ON
HIS LUNCH
MONEY!

LOOK...IT
BRINGS US
A COOKIE
JAR!

BY MROK-TAR'S
MOON, I HOPE THEY
BE NUTTER-
BUTTERS.

HEY!

OR
MAYHAP A PIGGY
BANK?

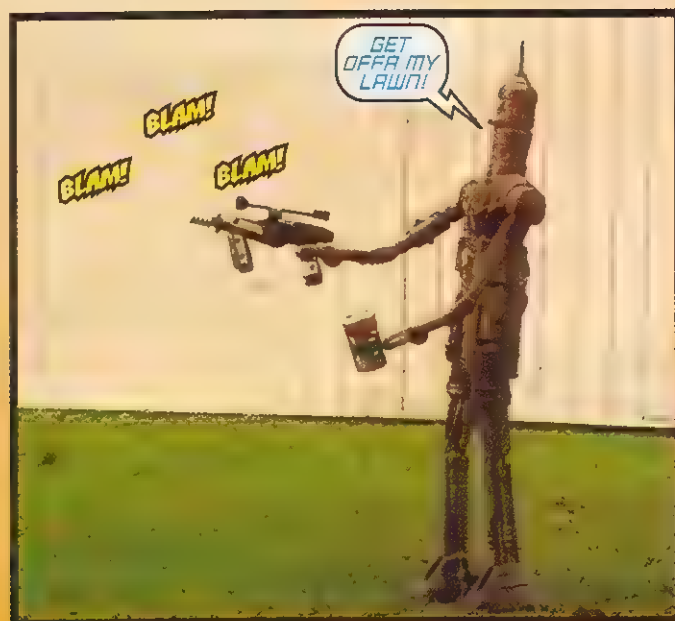
SEE IF IT
HAS A VIRGINIA STATE
QUARTER. IT BE THE
ONLY ONE I AM
MISSING.

HEY,
THAT'S MY
DAD'S
HEAD!

HERE, I CANNOT
FIGURE OUT HOW
TO OPEN IT.

ARE THE
BATTERIES
WORKING?

C'MON!



STUMMERS

ANSWERING MAGIC'S MOST CONFUSING QUESTIONS

STUMPER OF THE MONTH



Q: Are the cards removed by Wormfang Behemoth face-up or face-down?

A: Face-up. Cards removed from the game are always face-up, unless an effect specifies that they should be face-down.

Q: I have a Genesis in my graveyard and a Bloodcurdler in play. The Bloodcurdler puts a Wild Mongrel into my graveyard during my upkeep. Can I return the Mongrel to my hand during that same upkeep?

A: No. When the Genesis ability goes on the stack at the beginning of your upkeep, you must choose a target for it. Since the Mongrel wasn't in your graveyard at the beginning of your upkeep, there's no way that you could have chosen it as a target.

Q: How does Shaman's Trance interact with madness?

A: If you look carefully at the rules for madness, you'll see that the cards are actually played from the removed-from-game zone. The Trance doesn't affect the madness ability in any way.

Q: I attack with Guiltfeeder and a Rabid Elephant. My opponent chump-blocks the Elephant. Will the Guiltfeeder count that dying creature when deciding how much life my opponent will lose?

A: No. The Guiltfeeder ability resolves before any creatures are destroyed due to combat damage.

Q: What happens if I Spelljack a Devastating Dreams?

A: The Dreams is countered and removed from the

game. Because the X is not in the mana cost of the Devastating Dreams, you're allowed to play with any X should you choose to cast the Dreams. You'll have to pay the additional cost by discarding cards.

Q: Can I use Battlefield Scrounger's ability if I have seven cards in my graveyard?

A: Yes. Even though using the ability would take you below threshold, you are still allowed to use it and the Scrounger gets the +3/+3 bonus.

Q: I attack with Battlewise Aven and Mystic Visionary. The Visionary is killed due to first-strike damage, and it becomes the seventh card in my graveyard. What happens?

A: The Aven gains first strike and +1/+1 but it's too late for it to assign first-strike damage this turn. When normal combat damage is assigned, the Aven will have its +1/+1 bonus.

Q: I attack with Cephalid Inkshrouder and my opponent blocks it. What happens if I now use the Inkshrouder's ability?

A: Even though the Inkshrouder is now unblockable, the existing blocking assignment will not be canceled. The two creatures will deal damage to each other normally.

Q: I have a Selfless Exorcist enchanted with Unquestioned Authority. If I use the Exorcist's ability, will the damage be prevented?

A: No. Creature cards in the graveyard aren't crea-

BY COLLIN JACKSON

tures; they're just creature cards. Protection from creatures won't prevent any damage from them.

Q: I use Glory's activated ability, but my opponent removes Glory from the game using Coffin Purge in response. What happens?

A: Even though Glory is no longer in your graveyard its ability is still on the stack. When it resolves, you will get to choose a color and your creatures will get protection from that color until end of turn.

Q: Can Wormfang Crab remove itself from the game?

A: No. Wormfang Crab has errata preventing it from removing itself from the game. This makes it so that the game doesn't go into an infinite loop if you have no other permanents in play, like if you just cast Upheaval. If your opponent is unable to choose a permanent for the Crab to remove, the comes-into-play ability does nothing.

Q: I control a creature enchanted with Infectious Rage. If the creature leaves play, could the Rage be put on a creature that can't be the target of spells and abilities, like Blurred Mongoose?

A: Yes. An enchantment that comes into play without using the stack can be put on a creature that can't be the target of spells and abilities.

Q: I control a creature enchanted with Lost In Thought. If I want to empty out my graveyard, can I remove six cards from my graveyard in one turn?

A: No. The ability to remove three cards resolves immediately and doesn't use the stack. Once you have used it, the entire text of Lost In Thought is ignored, so you're not allowed to remove any more cards.

Q: For Mist Of Stagnation, what happens if I have more cards in my graveyard than tapped permanents?

A: You're allowed to choose already untapped permanents for Mist Of Stagnation, so you'll probably want to do that next. Then move on to your opponent's

untapped permanents. If you still haven't untapped enough stuff, you'll have to untap your opponent's tapped permanents.

Q: Can I play Canopy Claws on a creature that doesn't have flying, just to get the Claws into the graveyard?

A: Yes. The Claws can target any creature, even one that doesn't have flying. If the creature gains flying later in the turn, however, the Claws will not remove it.

Q: What happens if Lightning Surge with threshold hits a phantom creature?

A: The phantom will take six damage and it will also lose a +1/+1 counter.

Q: My opponent isn't playing blue. Can I cast Seedtime during my turn just to get closer to threshold?

A: Yes. Seedtime only gives you the extra turn if your opponent played a blue spell, but you're allowed to cast it during your turn even if a blue spell wasn't played.

Q: What happens if I play Stitch Together and have exactly seven cards in the graveyard?

A: When Stitch Together resolves, it sees that you have threshold, so it puts the creature directly into play.

Q: How does Flaring Pain interact with damage redirection effects?

A: Flaring Pain only stops damage prevention effects. Damage redirection won't be affected.

Q: I have exactly seven cards in my graveyard and one of them is Grizzly Fate. What happens if I play it?

A: Once you play Grizzly Fate, it moves onto the stack and so you lose threshold. It will only put two Bear tokens into play.

Collin Jackson redirects his flaring pains by tapping a tube of Preparation H.



Magic: The Gathering is a registered trademark of Wizards of the Coast.

what the???

DEAGIO PLAYS THAT CAN'T POSSIBLY EXIST. BUT DO!



Wormfang Manta is big, and the extra turn is great, but that comes-into-play drawback is pretty nasty. Luckily, there's an unorthodox way to get around it: Final Fortune.

When the Manta comes into play, it sets up a "skip-a-turn" effect that will cause you to skip your next turn, regardless of when it occurs. If you cast Final Fortune, the Manta will skip the Final Fortune turn and you'll never actually trigger that "lose the game" effect.

You might be in for some trouble if your opponent kills off the Manta before the Final Fortune turn gets canceled out. If the Manta leaves play before the Final Fortune resolves, you'll be OK because you'll skip the Fortune turn and then take another one. But, if the Manta dies after Final Fortune resolves, you had better win fast. The most recently created turn is dealt with first, so the Manta will cancel itself and you'll lose the game at the end of your extra turn.

Have a gaming question that's driving you up the wall? Just drop us a line, and we'll calm your nerves. E-mail us at:

Stumpers@wizcarduniverse.com or write to:

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151 WELLS AVE.
CONGERS, NY 10920

Include your full name, mailing address, and e-mail address if you have one.

Plugged in

No Rest for *EverQuest*

EQ II THE BEST OF NEXT-GEN ONLINE TITLES

Bridging the console/PC gap. Taking the “virtual” out of “virtual reality.” Sony Online Entertainment promises both with its latest *EverQuest* innovations. Here’s a peek inside the company’s VIP area at May’s Electronic Entertainment Expo in Los Angeles.

EVERQUEST II

This, e-gamers, is the granddaddy of ‘em all, the one title poised to bring PC gaming to the next generation and beyond, with a 3-D engine that no words can do justice to.

EQ II is a sequel, so no porting over present characters. The game is set entirely on Norrath, several hundred years after the original *EQ*. That aside, toss everything you know about *EverQuest* out the window. This game’s being built from the ground up, without any code from the original. The result: a cinematic experience that, even at this early stage, looks to blow the lid off anything else on the market, now or in the near future.

Artists are leaving no stone unturned. Four additional layers of texture are included on even the most minuscule of items. Light shoots through skeletons’ bones, creating unique shadows throughout the game’s dungeons. Dragons’ chest cavities move in tune with the beasts’ breathing, creating super-realistic snarling effects. Chainmail glitters in the light, and characters’ faces are detailed down to the last freckle, including eyeshadow for the ladies.

Okay, enough with the eye-candy; let’s look at play. Unfortunately, at the show, the game hadn’t gotten to the point where combat could be fully demonstrated. Nonetheless, Art Director Stuart Compton and Senior Producer John Blakely outlined basic character creation and revealed several game locales.

You’ll only choose your character’s race at the game’s outset, Blakely said, declining to elaborate on the 14 choices but stating they “will be familiar to diehards.” As you advance through the first levels, you’ll begin making decisions that will ultimately determine your avatar’s specialty. Players will have ample opportunity to dabble in multiple classes before committing. And once they do decide, freedom will still exist thanks to a branching class structure that, to some degree, will be defined by each player.

The advancement system isn’t set in stone, but Blakely assures changes from the original *EQ*. Mainly, he said, you won’t have to fight in order to move up in Norrath’s power structure. The tradesman is one example of a non-confrontational class.

Our in-game tour took us first to the village of Marr, home to a fortified castle and living statues. Here, we took in the Norrath sunrise, comple-



mented by stunning scenery once the mist cleared. We hung around till sunset—further reveling in the fully realized celestial mechanics that include moon phases and constellations that move in the sky—being visited along the way by bees and frogs that are every bit as detailed as the dragons for which *EQ* is famous.

Our tour then traveled to Busheldown, an artistic and religious community. Here we visited the town stage, where players will have the opportunity to put on their own theatrical productions; there’s a reason avatars will be able to bow, flourish and curtsy, after all. Unfortunately, we arrived at night, finding shopkeepers’ carts folded and empty along the streets. Wagon tracks and footprints still fresh in the sand told us we didn’t miss last call by much. Yep, everything is really that authentic, right down to rusting city gates.

Next stop, Deathfist, home of orcs and a neighbor to Freeport. Orcs may be dumb, but they love their art, and in *EQ II*, close inspection of portraits shows clearly whether they are made of stained glass, mosaic, painted canvas or some other medium. Even wood items are carefully textured to appear carved. The highlight of Deathfist, though, is its gladiatorial arena, where players will have the chance to duel to the death.

SOUND THE (VIRGIN) ALARM And you thought the original *EQ*’s babes were hot? Just you wait.

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What else is new? Developers weren't ready to spill too much, hinting only at the inclusion of horses, boats and other mounts and vehicles to speed travel, real estate for players to own, a new crafting system, a revised quest system and, of course, new combat maneuvers and spells. Stay tuned, as we'll bring you the scoop each month until *EQ II* becomes reality around Christmas 2003.

EVERQUEST: PLANES OF POWER

Can't wait that long to expand your *EQ* experience? Not a problem. Two products are on the more immediate horizon.

October promises *EQ*'s fourth expansion, *Planes of Power*. Instead of creating another new race and class, *Planes of Power* focuses on tying together three years of lore, while making the whole of Norrath quickly accessible to level 60 pros and newbies alike. "Within the first three or four minutes, you'll be able to go anywhere you like," developers said while showing off the game's portals.

Planes also focuses on linear play, running like one giant quest through 18 distinct planes. You'll begin in the Plane of Knowledge, where the events that have unfolded since *EQ*'s 1999 launch start to become clear. From there, you'll port to the Plane of Tranquillity, another non-combat region. Combat zones require you be at or above level 46, however.

Planes of Power works to eliminate some of online gaming's most frustrating events. Each combat zone in the expansion contains a player graveyard where you can respawn, instead of having to backtrack for minutes on end. And virtual areas exist where you can isolate your party from the rest of the world, to take on a quest without interference from outside players looking to score off your kills.

Regardless of whether you like the new game mechanics, one look at



fire god Solusek Ro will have you eager to kick ass. Suffice it to say Ro stands four times the height of your avatar, wields a double-ended sword that he loves to toss like a baton to show off and has mastered more magic than an entire party of eight or more high-level gunslingers. Good luck.

Players will be able to purchase *Planes of Power* individually. Have some catching up to do? *EverQuest Gold*, due out in November, combines the original release, all four *EQ* expansions including *Planes*, a pewter figurine, a custom *EQ* comic, four exclusive cloth maps of Norrath and a new manual and strategy guide in one box.

EVERQUEST ONLINE ADVENTURES

Is the PC not your bag? With *EverQuest Online Adventures*, an early 2003 release, *EQ* hits the PlayStation 2 for both single- and multiplayer action. All you need's a network connector for your PS2 and a means to connect to the Net and you'll be grouping in no time.

EOA is set in the Age of Adventure, prior to the main *EQ* storyline. Freeport is just being built at this time, so players will have plenty of opportunity to shape Norrath's future. *EOA* offers both linear play and the freedom of adventuring wherever you like. Nine races and 13 classes, essentially all of *EQ*'s original options

except the ogre, will be available for play, with melee classes receiving new abilities.

The game's best feature is that it conveys the *EQ* experience without need of a keyboard. Simple chat trees let you communicate preprogrammed dialogue, while you can use your PS2 controller to create and save your own wit.

Advancement runs through level 50, with players receiving experience points to spend as they move along. That experience won't come by hunting newbies, though, as *EOA* is a completely non-PvP title. Kick-ass monster AI and an item-trading system unrivaled in the console realm more than make up for it, though. ■ Steve Frohnhoefer



Encore! Encore!

MMO SEQUELS ON THE HORIZON

EverQuest II isn't the only hot sequel coming soon to your favorite online server. Three more next-generation titles were burning up the show floor in sunny L.A.

TITLE: *Asheron's Call 2*

DEVELOPER: Turbine

PUBLISHER: Microsoft

RELEASE DATE: Late fall 2002

Just as in console-land, Sony and Microsoft are on an MMO collision course.

Microsoft championed *Asheron's Call 2* at E3, and the first-to-be-released of the sequels didn't disappoint. The new graphics engine features stunning vistas, a tremendous draw distance, and higher polygon counts—all of which cater to the masses instead of merely fantasy fans.

New to the game are two races—the lizardlike Tumerok and giant Lugians—a dynamic world and triggered events. Now powerful characters can, by accident or on purpose, unleash volcanoes, blizzards and foreign invasions upon the world. The world has been devastated between games and a new breed of hero is needed to rebuild forges and civilizations lost or help deal the death blow to weakened cities. No other game lets players affect the world this much, all with tighter mechanics that let players get onto interesting quests much more quickly.

Not everything will be free-flowing this time around. A 20-plus dungeon campaign will let you complete a mystery and net some killer rewards. There also will be a campaign generator to provide more meaningful quests for adventurers. A new combat system lets you control your attacks, choose to defend or even use combinations to finish off opponents.

EXPANSION PLANS



ANARCHY SPREADING

The hottest newcomer to the MMO realm, *Anarchy Online*, had some expansion news at E3.

TITLE: *Anarchy Online: Shadowlands*

DEVELOPER/PUBLISHER: Funcom

RELEASE DATE: December 2002

Funcom insists it's not afraid to try something different. *Anarchy Online's* first expansion

proves it. Enter the Shadowlands, where you are a shadow of your Rubi-Ka self, where everything is toned blue, and lizard- and fishlike creatures abound. You might recognize familiar locales in the Shadowlands, but everything seems mirrored and strange, like a surreal alternate reality. It's here, in this newfound floating world, that plasma weapons don't work but stealth suits and biohazard equipment are among the rewards.

The expansion also includes more professional specialization options for characters, a linear play diversion for hardcore *AOers*, and access to the floating city of Jobe, the last remaining neutral outpost in the Rubi-Ka world. You'll want to explore Jobe's three islands, representing commercial, residential and administrative districts, for they hold many unique items for sale or trade. And, developers hinted, you may well find yourself fighting for Jobe's continued freedom or incorporation into the Omni-Tek realm, depending on which side you play. Just don't plan to remain neutral, cuz developers say they're going to make it high-impossible. ■ **Steve Frohnhoefter**



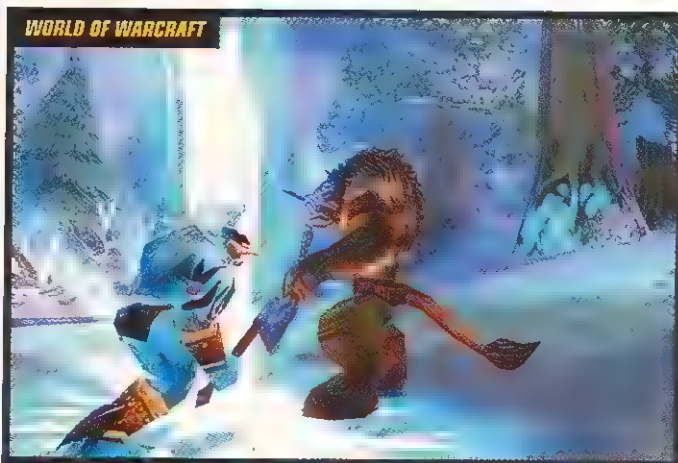
TITLE: *World of Warcraft*

DEVELOPER/PUBLISHER: Blizzard

RELEASE DATE: 2003 at the earliest

World of Warcraft remains a long way off, but Blizzard took us through a basic demo. Here is what we learned:

- Advancement in *WoW* will be both skill- and level-based, with each race having specialized abilities. For example, the Orc Shaman can go into a berserker rage, the effect of which depends both on his level and his raging skill.
- Spells from soon-to-be launched *Warcraft III* will be used.
- It looks like there will be a new race, but Blizzard wouldn't let slip what it is.
- Characters currently have 17 slots for equipping armor, weapons and magic items, including four slots for trinkets.
- Movement from zone to zone is already seamless; blink and you'll miss moving to a different server.



- Artwork is full of links to the Warcraft universe. There's even a Hall of Heroes filled with giant statues of familiar characters. Death penalty? Guild system? Crafting? Player stats? Precise combat rules? Sorry, Blizzard's keeping the lid on its silver bullets, at least for the time being.

TITLE: *Lineage 2: The Chaotic Chronicle*

DEVELOPER/PUBLISHER: NCSoft

RELEASE DATE: Not yet announced

The original *Lineage* has been almost an entirely Asian phenomenon. *Lineage 2* hopes to bring the RPG to thousands in the U.S. How the title will play, however, isn't yet known, as NCSoft only just announced it at E3. What is known is that it will use the latest Unreal engine and that the game will focus on morality, undoubtedly the contribution of NCSoft's Richard Garriott, creator of *Ultima Online* and its virtue system.

■ **Andrew S. Bub and Rick Moscatello**

Two Ruling Rings?

EA AND UNIVERSAL TITLES BOTH IMPRESS

The book or the film? For lazy bastards whose favorite author is Cliff for his notetaking skills, there's no question. But when it comes to "The Lord of the Rings," and its upcoming e-games, the decision can be agonizing. To which we say, "let's do both!"

LIGHTS, CAMERA, ACTION

The Lord of the Rings: The Two Towers (Electronic Arts)

Arriving before the holidays for the Game Boy Advance and PlayStation 2 is an epic movie-based combat simulator featuring Aragorn, Gimli and Legolas. Meshing 3-D effects, environments and cinematic cut scenes with 2-D action, you'll find yourself engulfed in raging battles with Sauron's dark hordes. Though roleplaying elements are presented—experience earned may be spent on ability upgrades—the nexus of play revolves around frenetic swordfighting.

While keeping evil-doers at bay through a combination of lethal moves, you'll often need to rescue allies. During hands-on time, for instance, while Aragorn staved off two well-armored orcs and flaming arrows with expertly executed combo moves—just watching him spin and flail, then plunge his sword into the fallen is worth the game's street value—Legolas put out a call for help. Charging through a blurred haze of fantastic smoke effects and dodging immolated foes who'd been struck by fiery projectiles, Strider arrived on the scene in short order and set matters right.

Other fellowship members will enjoy cameo appearances, though Gandalf and Frodo won't necessarily show up during combat sequences. But definitely expect to see recognizable clips from the first two "LotR" movies interspersed throughout the game as transition segments. Sixteen levels total will occupy your spare time. All told, the game's looking to be every bit as moving and eventful as its big-screen inspiration. Players on the move should check out the upcoming Game Boy Advance edition as well.



BRINGING PAGES TO LIFE

The Lord of the Rings: Fellowship of the Ring (Universal Interactive)

Aragorn. Gandalf. Frodo. Names that comforted millions on many a cold, winter night. Now, it's your turn to set their minds at ease by guiding each safely through a grandiose action/adventure filled with melee, magic, puzzles and peril. Following on the heels of the previously announced Game Boy Advance version comes appearances for PS2, Xbox and PC.

Developed by Surreal Software and planned for a late 2002 release, the title casts its stars in slightly different roles, as every one serves a special purpose. Adventuring as Aragorn, you'll encounter more combat sequences, while Gandalf will deal with a larger number of puzzles and Frodo is faced with numerous stealth-based challenges. Worry not, crossover does occur; it just wouldn't be a fantasy game without everyone's favorite wizard thumping his staff to create massive shockwaves or hurling fireballs at vile orcs.



Along the journey, you'll seek out quest items, keep watch on health and mana stocks, and sock it to some of the foulest creatures ever to crawl out of Moria's blasphemous pits. Perhaps the niftiest feature: When using the One Ring as Frodo to go invisible, a corruption bar grows. When it's full, you die, and the effects can only be offset by performing side-quests and good deeds.

The game's intended to fully capture the magic of Tolkien's work. As such, you'll even encounter characters like Tom Bombadil and Goldberry. Chapters you don't directly work through are filled in as scenes throughout the game.

■ Scott Steinberg

Card Vault

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THE BETA QUADRANT

PREVIEWING: *Shadowbane*

Could online gaming be coming to the Mac? You'd better believe it, and not in some crappy form either. *Shadowbane* has plenty to set it apart from the crowd.



A FEW TWISTS

Shadowbane is meant to appeal to a unique audience—one that fancies equal parts medieval politics, bashing in players' heads and real-time strategy. For instance, you'll position your city's defenses to protect guild holdings while you're

out trying to siege enemy towns. In fact, gathering a clan to kick some ass is the main thrust of the game; fighting monsters is secondary and really only for gaining rudimentary experience.

But what happens when you're not online? Powerful AI works off your commands to defend your holdings while you sleep, study or make snugglebunnies with your playmate of choice.

TREE OF LIFE

Shadowbane also "does more with its guilds," Game Analyst J.P. Cambiotti said. "You can actually build and manage your own assets."

Each city's main asset is its Tree of Life. "Using the tree, you can buy buildings and even heal them if enemies attack your town," says Cambiotti. "If enemies attack, you can make the tree defend your walls." Gold is what seems to fuel your tree's power, as its healing abilities will cost you some cash. "A valid tactic might be to attack an enemy tree or simply damage all his buildings so the tree is busy healing and sapping the enemy's money, and then attack the tree on your next run," Cambiotti said. *Shadowbane*'s E3 demo focused on such a siege, showing off burning buildings, crumbling walls and catapults.



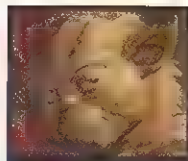
BOUNTY HUNTERS

Shadowbane is skill-based; you'll allocate points at the game's outset and later gain experience points and purchase runes to enhance your talents. There are 18 character classes, including mage, assassin, thief and fighter. There are also different races like dwarves, humans, centaurs, flying bird-men and minotaurs. You'll even find a couple of locked races, available only to the most dedicated players after they've completed certain quests.

FINAL VERDICT

If team-based strategy is your thing, *Shadowbane* could be the online universe you're waiting for. And if you own a Mac, it's the title that finally brings the MMO world to your door. ■

No Longer Far, Far Away



STAR WARS: GALAXIES NEARS FINAL COUNTDOWN

A long time ago in a galaxy far, far away is a damn fine place for massively multiplayer online confrontations. So it will be when LucasArts' *Star Wars: Galaxies* launches later this year. In the meantime, take heart knowing a winner is on its way, as revealed through the game's E3 showing.

For starters, even a computer-illiterate moron can play the game; it's completely mouse-driven. Highlight an object and contextual actions are displayed, accounting for every possible situation. Run the cursor over an AI-controlled persona to get instant chat options or run it over an object to examine it or pick the sucker up. The ease of control should help casual gamers become comfortable with what would otherwise be an overwhelming experience.

Personality-wise, *Galaxies* has tons of character. Frankly, the alterego creation system is one of the grandest we've seen. Eight races may be customized down to exact facial features, physical attributes or even extra appendages. Literally thousands of combinations are possible, ensuring your online alias stands out in the crowd.

But you're not here for the ambiance; it's the lure of intergalactic travel that beckons. As a character with access to—get this—16 professions and more than 700 skills, follow that call to a dozen planets, each so massive it dwarfs certain whole MMORPGs in size. While you're there, craft a droid, ride your pet bantha or create a weapon; all the good ones in the game will be player-made, LucasArts said.

Of course, the natives aren't always friendly. Combat tends to be a ranged, methodical affair, likened by LucasArts to a CCG such as *Magic*, where you select special moves or methods of attack individually, sorta like casting spells. Players can assume standing, crouched or prone positions before opening fire. With a focus on blasters, repeaters, and other projectile-based weaponry, it's hardly the fast-moving, blade-swinging fare you'll find in competitors. But hey, this is the Star Wars universe. Who's in a rush to leave? We sure weren't after making our way through Jabba's palace. Whether you're keen on becoming a Jedi—a path not easily traveled without extensive investigation and playtime—or a simple merchant, there's something here for everyone. ■ Scott St. Jeor



A Crawl to Remember

NEVERWINTER NIGHTS LEADS NEW MMO CROWD

Okay, so BioWare's *Neverwinter Nights* isn't technically a massively multiplayer game. Our dungeon crawl at E3 rocked, making the fall release tops on our list of new worlds.

So what if I wussed out and chose to play the wizard? No sword-swinging battles with liches and the like meant I had more time to observe the game in all its glory. Besides, life is easier when you're chillin' from afar, chiming in when needed with a delayed blast fireball or chain lightning.



Anyhow, if you've ever played or even considered playing a pen-and-paper role-playing game, do yourself a favor and buy *NwN* when it hits. It truly is the ultimate power-trip. Build a dungeon, grab some friends and take control. My dungeonmaster put six of us through the ringer in his three-tier crypt, throwing all sorts of nasties at us and forcing everyone to respawn several times, even with the accidental friendly-fire of PvP turned

off and each of us starting at level 18. Need we say more about the challenge?

The team dealings in the game are phenomenal. Having no rogue in your group means there's no getting through locked doors and disarming traps. The absence of a cleric won't let you go far either. And missing a wizard? Well, let's just say the powerful *Weird* spell saved our bacon a few times, making our foes run in fear.

The experience was a short one, an hour being far too little time to fully capture the game's grandness. But rest assured, in the coming months, *InQuest* will teach you all the ins and outs of running your own campaign to screw over—uh, make that “challenge”—your roleplaying buddies.

In the meantime, here's two other unique titles headed your way in the not-too-distant future. We'll run down even more next month.

TITLE: *City of Heroes*
DEVELOPER: Cryptic Studios
PUBLISHER: NCSoft
RELEASE DATE: Early 2003

If you could be a superhero, would you be an armored steampunk, cybernetic babe or patriotic hero? Well, in *City of Heroes*, you can explore Paragon City as any of these and thousands more. What's not to love about bringing your favorite comics to life, sporting unique powers and joining with up to seven teammates to take down heinous supervillains?



You'll join up with superhero groups who give you missions throughout Paragon City's 40 zones, which range from docks to parks to industrial ruins. Future expansions, developers hinted, could well take you underwater, into space... The sky's the limit, just as in comics. Obliterate the bad guys and earn points to beef up myriad powers. Then go ahead and build that Skyscraper of Justice.

TITLE: *PlanetSide*
DEVELOPER/PUBLISHER: Sony Online Entertainment
RELEASE DATE: March 2003

Sony's first-person, massively multiplayer fragfest looked a lot further along this year than last, with the highlight of the demo being vehicles, as well as dense forests where players can seek cover or stage an ambush.

Play will stress skill over aimless shooting, developers said. You'll have to work your way up the ranks and become certified if you want to pilot a Mosquito or other transport vehicle capable of holding up to 13 teammates.

Not that you'd likely play *PlanetSide* without a quick trigger-finger, but the option to play a medic, dropship pilot or other non-combat role will exist. ■ Steve Frohnhoefer



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CardSTOCK

Here Come 'da Judge by Jeremy Smith

With every new set comes a plethora of new decks. *Judgment* is no exception, also bringing to the table a slew of money rares. And green and white aren't the only winners from the set, either; there's something for players of every color.

All Decked Out

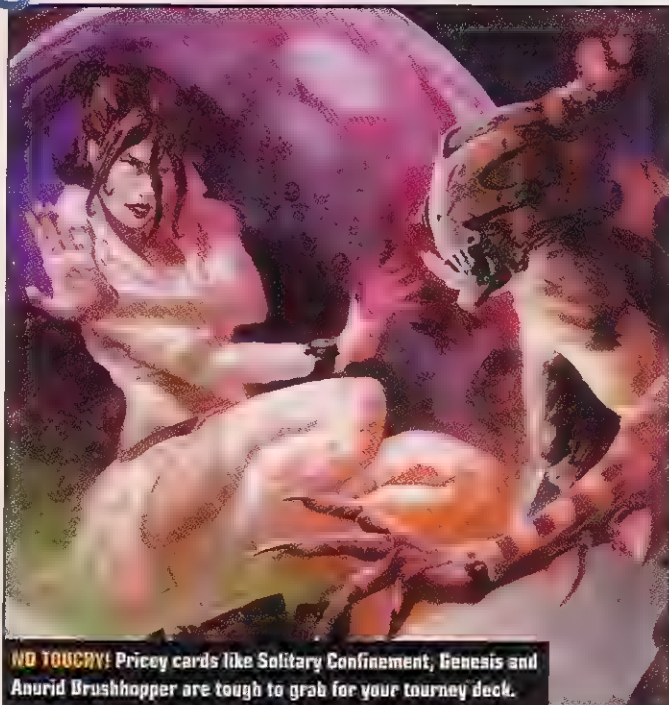
Numerous cards in *Judgment* will serve as the core of decks. Solitary Confinement (\$5, median) can give you a lock on the game with cards like Genesis (\$7) and Fact Or Fiction (\$5) in tow, while Cunning Wish (\$8) essentially gives you a 75-card deck with the efficiency of a 60-card one.

Hunting Grounds (\$6) also gives players a good deck base much like Extended monster Oath Of Druids (\$5) does. Likewise, Cephalid Constable (\$4) can wrap up the board, especially when loaded with a booster like Elephant Guide (\$1.50). And rares aren't the only new deck centers, either. Quiet Speculation (\$1.50) can be downright insane with anything from Call Of The Herd (\$18) to Roar Of The Wurm (75 cents) to even Cabal Therapy and Battle Screech (75 cents each).

Steve Zwanger of Neutral Ground in New York City reports that, in addition to the core cards above, he's seen numerous more versatile cards on the hot seat. Tops at his store are Anurid Brushhopper (\$9), the wishes (\$4-8) and Erhnam Djinn (\$4), of which he says, "It's got a reputation from way back. We know people want it, but we'll see how long that holds up." Added Zwanger: "Glory (\$4) and Genesis have also been extremely popular here; everyone wants them." Not bad considering that Glory was the *Judgment* prerelease card.

Extended Rotation

The Extended tournament format is going to get a huge shakeup come November, when *Ice Age* Block, *Mirage* Block and the dual lands (\$14) rotate out of the scene. Though cards like Force Of Will (\$11) and Gaea's Blessing (\$4) will take a hit from the change, others like Cursed Scroll (\$15), Recurring Nightmare (\$6) and Morphling (\$18) will defi-



NO TOUCHY! Pricey cards like Solitary Confinement, Genesis and Anurid Brushhopper are tough to grab for your tourney deck.

nately spike in value as decks with them rise to the top tier of the tournament structure.

What else should you look out for? Decks like the artifact/blue-based Tinker, the green/black, token-powered "Rock and his Millions" and red burn-based Sligh should once again become popular. As such, look out for cards such as Phyrexian Processor (\$6), Spiritmonger (\$10), Pernicious Deed (\$6) and Grim Lavamancer (\$6) to grab lots of moolah.

BIGMOVERS

HOT PSYCHATOG

Unless you've been hiding in a cave the last few months, you know that this beaming beastie has taken Standard tournaments by storm. In addition to bouncing up from \$3 all the way to \$8 for the foil version, the 'Tog has brought his friends Upheaval and Standstill to the top with him.

- Squirrels ain't just what's for dinner. Foil copies of the Squirrel Nest skittered up from \$5 to \$8 as Opposition-happy players gladly snapped them up.

- The Beta Juggernaut jumped from \$7 to \$11 and he still breaks through walls with ease after being around for nine years. Now that's stamina.

THE CARD MARKET'S MOST SIGNIFICANT UPS & DOWNS

COLD FIRES OF YAVIMAYA

Since the last Standard rotation when *Masques* Block left the scene, Fires decks have been nearly nonexistent. The prices held steady for a while, but it finally dropped 40 percent this month, from \$2.50 to \$1.50.

- Like any new set, prices cool off several weeks after cards are released. Lightning Surge and Solitary Confinement both dropped about 40 percent, but there's a definite possibility that at least the Confinement will rise again.

in other NEWS...

Return of the Jedi

Now that "Star Wars: Attack of the Clones" has been out in full force for more than a month, dealers have been reporting that sales of the *Star Wars TCG* have heated up quite a bit and exceeded original expectations. Jeff Trout of Jester's Playhouse in Northfield, N.J., tells us, "Ever since people saw Yoda, the Spinning Muppet of Doom, they've been getting more into the game as well."

Nearly every important character has been grabbing some interest from collectors, with Anakin Skywalker (\$7), Yoda (\$8), Obi-Wan Kenobi (\$8) and Darth Tyrannus (\$8) heading the pack. Other popular characters include Padmé Amidala (\$7), Zam Wesell (\$6) and Lama Su (\$4). Wesell also has a special promo version (\$15) only given out at the Star Wars Celebration convention a couple of months ago.

What should you keep an eye on in the game's new set, *Sith Rising*? Well, Darth Maul makes his appearance even though he got sliced in half in "Episode I," while other characters like Jango Fett, Yoda, Mace Windu, Anakin and Tyrannus also show up in new forms. The 90-card set should be in stores as you read this.

Battle cards to watch include Interference In The Senate (\$3), Power Dive (\$3), Windu's Solution (\$3) and Yoda's Intervention (\$3). Missions you should snag now are Dark Rendezvous (\$4), Destruction of Hope (\$3), Tyrannus's Edict (\$3) and Target The Senator (\$3).

Yu Know It Well

What's it like to pull one of the ultra-ultra-rare Horsemen figures from a *Mage Knight: Sinister* pack? "Amazing," says lucky Eddie Gist, owner of Top Deck Games in Tulsa, Okla. Gist, who pulled a Pestilence from his very first *Sinister* pack, and three others pooled their resources with the help of website (mkrealms.com) to be the first group to gather the four figures together. By doing so, they won a trip for the four of them to Gen Con, where they'll play with their figures against WizKids president Jordan Weisman in a special mega-army match.

Though their strategy hasn't yet been finalized, Gist says that they'll utilize the Horsemen's ability-sharing mechanics to the fullest. "We'll probably keep a guy back to hang around even while the other guys get knocked out," in order to conserve resources before going in for the final kill, Gist explains. "Pestilence has 'envenom,' which deals four clicks, and it also has charge. These will definitely be useful when pooling resources." Stay tuned for more on what WizKids calls "the perfect 500-point army."

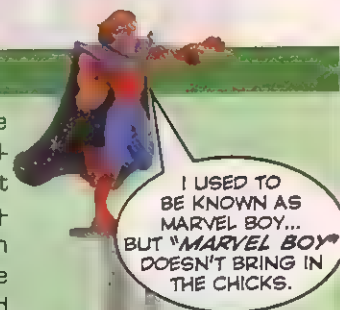
Jeremy Smith (jeremy@smith.net) experienced an "extended rotation" of a different kind, but we can't discuss the details in public.

NETPROFIT

InQuest Gamer surfs the Internet for bargain buys and outrageous items

UP, UP AND AWAY

How hot is *HeroClix*? Hotter than Firelord, Pyro and the Human Torch—who's probably in the next Marvel set scheduled for November—combined. Besides the promos that run around 20 bucks each and the secret identity-prize figures—even Knuckles the Thug can set you back more than \$40—sets have been going for big bucks. Some desperate soul bid 300 smackers online for the 152-figure set and didn't even meet the reserve. Can no one stop the insanity?



STAKE MY CLAIM

Rumors abound that next season will be the last for *Buffy* and the *Scooby* gang. That may be a good thing since we really believe that the babes in the cast could afford to spend more time around here massaging our tootsies and fetching us Mountain Dews in their chainmail bikinis. Sigh. Anyway, the rumors about the show's demise haven't hurt sales. A full set of *Pergamum Prophecy* and the six *Angel's Curse* preview cards just went for \$100 online.



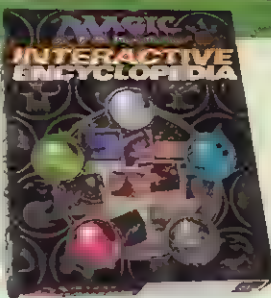
BALIN'S BARGAINS

Nine cards to rule them all... Part of the *Lord of the Rings* league kit by Decipher for use as prizes and incentives, five *Lord of the Rings TCG* cards—Bill The Pony, Fireworks, Horn Of Boromir, Book Of Mazarbul and Phial Of Galadriel—previewed *Realms of the Elf-Lords*, the latest expansion. The other four provided alternate art sites: Council Courtyard, Galadriel's Glade, Balin's Tomb and The Prancing Pony. The set was a bargain at any price, but a set just went for a mere \$10 at auction.



MAGIC ONLINE?

Way back in *InQuest* #67, we mentioned how the *Magic Interactive Encyclopedia* somehow managed to sell for above retail price at auction. However, now that the software is out-of-print and not being supported by Wizards of the Coast anymore, it sells for even more! It recently clocked in for \$61. Could someone tell us why? Is the buyer a *Magic* completist or just someone with an antiquated computer? Maybe he just really needs another coaster for those cold drinks.



WHAT'S HOT!

TOP TEN CCGs

1. *Magic: The Gathering*
2. *Yu-Gi-Oh!*
3. *Pokémon*
4. *Star Trek CCG*
5. *Lord of the Rings*
6. *Star Wars CCG*
7. *MLB Showdown*
8. *Legend of the Five Rings*
9. *Warhammer 40,000*
10. *Vampire: The Masquerade*



TOP 10 MAGIC CARDS

What's hot? With the microchips we've implanted in every *Magic* card, you've told us. These are the cards burning up the binders and cash registers of fans and retailers all over the world.

1 ANURID BRUSHHOPPER



SET: *Judgment*

LAST MONTH: 2

So let's get this straight. The 'Hopper's bigger than Noble Panther. It helps out with threshold, flashback and madness. It'll survive any kill method and be the only thing left standing after a board-clearing effect like Pernicious Deed. It'll fit into the new green/white decks that should abound now that *Judgment's* tournament-legal. And it costs just three mana and has no drawbacks. Any surprise the fat frog is tops on our list?

2 BIRDS OF PARADISE



SET: *Seventh Edition*

LAST MONTH: 10

We've heard that access to any color in a deck is, well, a good thing. Speeding up your mana supply is fine and dandy, too. And everyone loves birds, right? Well, except for when they crap on your windshield, but we digress. Anyway, players have been milking these 'peckers for all they're worth ever since the dawn of *Magic*, and they're not stopping now. Check out the U. S. national champion's deck on page 20 for a great way to use 'em.



3 SEEDTIME

SET: *Judgment*

LAST MONTH: 3

Here's something we thought we'd never see—seven cards on our top 10 list are either green or green-based gold cards. Not a bad turnaround for the color long considered the worst in *Magic*. With cards like Seedtime and Compost, even the sideboard now can go toe-to-toe with the likes of Perish and Hibernation.



4 CALL OF THE HERD

SET: *Odyssey*

LAST MONTH: 7

Who woulda thunk that one day, elephants would rule the world? This sassy token generator not only shows up in green-based beatdown decks, but also as a splash in otherwise blue-based control decks. Watch for it to be a key component along with Roar Of The Wurm in Quiet Speculation decks, too.



5 GENESIS

SET: *Judgment*

LAST MONTH: 15

What to do when Genesis leaves play? Turn it on again, of course. Its invisible touch allows you to slide its effect right by any control player, putting them in a land of confusion. Once it gets in too deep, your opponent will have no reply at all. Soon, he'll be throwing it all away 'cuz he can't dance. That's all.

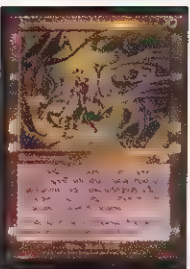


6 CUNNING WISH

SET: *Judgment*

LAST MONTH: 8

Grabbing any card from your collection or sideboard is a darn fine deal, but snagging an instant for immediate use is icing on the cake. "Toolbox"-style sideboards will be in vogue because of this card, since you can just slide in any situational card that you don't want clogging up your main deck.



7 HUNTING GROUNDS

SET: *Judgment*

LAST MONTH: 110

Sure, it's useless with six or fewer cards in your bin, but after threshold, watch out! Since Hunting Grounds' effect puts a creature directly into play, there's no chance for your opponent to counter it. He can't even make you discard a creature; you can respond by Hunting it into play. Not bad with a Phantom Nishoba or two.



8 UPHEAVAL

SET: *Odyssey*

LAST MONTH: 102

This card's become the defining card in Standard and *Odyssey* Block play. It's the first blue card to truly clear the board and lets you deal with pesky enchantments like Solitary Confinement and Worship. Oh, and then there's that thing about floating mana so you can drop a Psychatog onto an empty board.



9 BREAKING POINT

SET: *Judgment*

LAST MONTH: 37

Frying pan or fire? That's the choice players will have to make when hit by this ultra-cheap board razer. Three mana for Wrath Of God is amazing, and the same price for six damage is a sick deal too. The double-red in the cost means you'll likely play it in a mono-red or red/green deck, but that's just where you want it.



10 ERHNAME DJINN

SET: *Judgment*

LAST MONTH: 64

He's baaaaack! Ernie took a long time off from the *Magic* scene, but now he's returned with new badass artwork and an even worse temper. With green back in the lime-light, he'll probably show up in tandem with Phantom Centaur as the muscle cards in Stompy-type decks. Here's hoping for more reprinted old-school dudes.

CCG Price Guide

HOW TO USE IT

Wanna know how much your Vizzerdrix goes for? This guide can tell ya that and more.

Most of the prices in the guide reflect cards that are in Near Mint to Mint condition. However, many older cards, particularly *Magic's Alpha*, *Beta*, *Unlimited* and *Arabian Nights*, rarely sell in true Mint condition. The prices for these cards reflect a slight downgrade in condition.

CCGs are arranged in the order of oldest set to most recent release. Within each CCG, set breakdowns are priced for commons, uncommons, rares and/or foils. Please refer to the key on the bottom of each left-hand page for abbreviation descriptions and color breakdowns.

You'll notice some card listings have color bars around them. Green means it's risen in value; red, fallen in value; blue, new CCG and/or card listing; and yellow indicates heavy trading activity, yet no change in value since last issue.

For complete listings and prices for every single *Magic* card, check out wizardworld.com.

GRADE SCHOOL

GEM MINT: A perfect card in every which way. No discoloration, marks or flaws whatsoever. Sells for multiples of the value listed in this guide.

NEAR MINT/ MINT: Appears almost Gem Mint, but with one minor flaw, such as a small ding or minor stress line that does not affect color.

EX-MINT: Minor defect such as a corner crease or a minor color-cracked stress line. Cards that fall under this category are 70-80 percent of guide price.

GOOD: Multiple defects such as slight creases, minor flaking and fading colors. Still maintains a decent color gloss. Cards that fall under this category are 30-40 percent of guide price.

POOR: Major and multiple defects detected. Defects such as major stress lines, multiple creases, torn areas, writing on card, stains and/or faded colors. Cards that fall under this category may fetch 10 percent of guide price at most.

PRICE TAG

LOW: Card prices on the lower side of the national average. Usually, these prices signify a really good bargain; Some might call it a steal.

MEDIAN: Card prices in the middle of the national average. What you can expect to pay in the majority of gaming stores and online.

HIGH: Card prices on the higher side of the national average. Though more expensive than the average, these prices might be the norm in your area or even cheaper than another part of the country.

MAGIC

The Gathering

NAME MANICED LOW MEDIAN HIGH

ALPHA LIMITED EDITION

WIZARDS OF THE COAST-1993

Cards have black borders. Alpha cards have rounder corners when compared to Beta cards.

Full Set (290 cards)	3900.00	4000.00	4250.00
Starter Deck (60 cards)	210.00	225.00	300.00
Starter Box (10 decks)	1800.00	2000.00	2500.00
Booster Pack (15 cards)	100.00	115.00	200.00
Booster Box (36 packs)	3200.00	3400.00	3700.00
Unlisted Uncommons	2.00	3.00	4.00
Unlisted Commons	.75	1.00	1.50

Unlisted Alpha errors are worth 125 percent of Beta value.

● Air Elemental	U	2.00	3.00	5.00
● Ancestral Recall	R	150.00	170.00	200.00
● Animate Artifact	U	1.50	2.00	3.00
● Animate Dead	U	1.50	2.00	3.00
● Animate Wall	R	5.00	7.00	9.00
● Ankh of Mishra	R	8.00	12.00	16.00
● Armageddon	U	20.00	30.00	40.00
● Aspect of Wolf	R	6.00	8.00	10.00
● Bad Moon	R	14.00	20.00	25.00
● Badlands	R	35.00	45.00	55.00
● Balance	R	30.00	35.00	40.00
● Basilisk	U	2.00	3.00	5.00
● Bayou	R	35.00	45.00	55.00
● Bazaar of the Damned	U	2.00	3.00	5.00
● Berserk	U	2.00	3.00	5.00
● Birds of Paradise	R	65.00	78.00	85.00
● Black Knight	U	5.00	7.00	9.00
● Black Lotus	R	250.00	350.00	450.00
● Black Vise	U	4.00	7.00	9.00
● Black Ward	U	1.00	1.50	3.00
● Blessing	R	15.00	20.00	35.00
● Blaze of Glory	R	6.00	8.00	11.00
● Blue Elemental Blast	C	.75	1.00	1.50
● Blue Ward	U	1.00	1.50	3.00
● Bog Wraith	U	1.00	1.50	3.00
● Brangier	R	20.00	27.00	34.00
● Burrowing	U	1.00	1.50	3.00
● Camouflage	U	1.00	1.50	3.00
● Castle	U	1.00	1.50	3.00
● Celestial Prism	U	1.00	1.50	3.00
● Channel	U	1.50	2.00	3.00
● Chasm Orb	R	50.00	60.00	80.00
● Chisel	R	4.00	6.00	8.00

● Circle of Protection: Blue

● Circle of Protection: Green

● Circle of Protection: Red

● Circle of Protection: White

● Clockwork Beast	U	5.00	7.00	10.00
● Clock	U	8.00	10.00	13.00
● Cocatrice	U	7.00	10.00	13.00
● Consecrate Land	U	2.00	3.50	5.00
● Conservator	U	1.00	1.50	3.00
● Contract from Below	R	4.00	6.00	8.00
● Control Magic	U	5.00	6.00	8.00
● Conversion	U	2.00	3.00	5.00
● Copper Tablet	U	3.00	5.00	7.00
● Copy Artifact	R	10.00	12.00	25.00
● Counterspell	U	12.00	18.00	22.00
● Crazed Wurm	C	.75	1.00	1.50
● Creature Bond	C	.75	1.00	1.50
● Crusade	R	15.00	20.00	25.00
● Crystal Rod	U	1.00	1.50	3.00
● Cursed Land	U	1.00	1.50	3.00
● Cynosure Tomb	R	35.00	45.00	55.00
● Dark Ritual	C	4.00	5.00	6.00
● Darkspore	R	6.00	8.00	10.00
● Death Ward	C	.75	1.00	1.50
● Deathrattle	U	1.00	1.50	3.00
● Deathspine	U	1.00	1.50	3.00
● Deathspine	U	1.00	1.50	3.00
● Demonic Attorney	R	8.00	12.00	20.00
● Demonic Hordes	R	10.00	14.00	20.00
● Demonic Tutor	U	13.00	18.00	23.00
● Dingus Egg	R	6.00	8.00	10.00
● Disenchant	C	2.50	3.50	5.00
● Disintegrate	C	1.50	2.50	3.50
● Disrupting Scepter	R	12.00	15.00	18.00
● Dragon Whelp	C	1.00	2.00	3.00
● Dragon's Life	C	1.00	2.00	3.00
● Dragon's Power	R	4.00	7.00	10.00
● Dredge Skeletons	C	.75	1.00	1.50

NAME MANICED LOW MEDIAN HIGH

● Dwarven Demolition Team

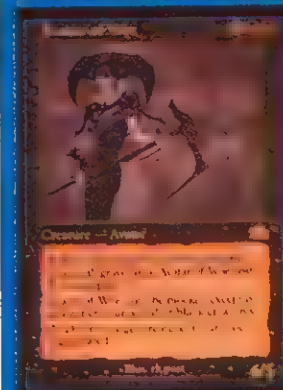
● Dwarven Warriors	U	4.00	5.00	6.00
● Earth Elemental	U	1.00	1.50	3.00
● Earthbind	C	.75	1.00	1.50
● Earthquake	R	8.00	15.00	20.00
● Elvish Archers	R	8.00	12.00	16.00
● Evil Presence	U	1.00	1.50	3.00
● False Orders	C	3.00	4.00	5.00
● Farmstead	R	5.00	7.00	10.00
● Fastbond	R	8.00	11.00	13.00
● Fear	C	.75	1.00	1.50
● Feedback	U	1.00	1.50	3.00
● Fire Elemental	U	1.00	1.50	3.00
● Fireball	C	3.00	4.00	5.00
● Firebreathing	C	.75	1.00	1.50
● Flashfires	U	2.00	3.00	5.00
● Flight	C	.75	1.00	1.50
● Fog	C	.75	1.00	1.50
● Force of Nature	R	18.00	25.00	32.00
● Forest	R	70.00	85.00	100.00
● Forest (Eyes)	C	.75	1.00	1.50
● Forest	R	25.00	35.00	45.00
● Frozen Shade	C	.75	1.00	1.50
● Fungusaur	R	6.00	8.00	10.00
● Gaea's Jege	R	6.00	9.00	13.00
● Giant of Might	R	70.00	85.00	115.00
● Giant Growth	C	1.00	2.00	3.00
● Giant Spider	C	.75	1.00	1.50
● Glasses of Urza	U	1.00	1.50	3.00
● Gnomes	U	2.00	3.00	5.00
● Goblin Balloon Brigade	U	1.50	2.50	4.00
● Goblin King	R	7.00	10.00	13.00
● Granite Gargoyle	R	8.00	12.00	16.00
● Gray Ogre	C	.75	1.00	1.50
● Green Ward	U	1.00	1.50	3.00
● Grizzly Bears	C	.75	1.00	1.50
● Guardian Angel	C	.75	1.00	1.50
● Healing Salve	C	.75	1.00	1.50
● Helm of Chutzak	R	4.00	6.00	8.00
● Hill Giant	C	.75	1.00	1.50
● Holy Armor	C	.75	1.00	1.50
● Holy Strength	C	.75	1.00	1.50
● Howl from Beyond	C	.75	1.00	1.50
● Howling Mine	R	20.00	30.00	40.00
● Hurricane	C	.75	1.00	1.50
● Hypnotic Specter	U	10.00	20.00	30.00
● Ice Storm	U	9.00	12.00	15.00
● Icy Manipulator	U	20.00	25.00	30.00
● Illusionary Mask	R	18.00	30.00	40.00
● Instill Energy	U	1.00	1.50	3.00
● Intangibility	C	2.00	3.00	4.00
● Iron Star	U	1.00	1.50	3.00
● Ironclaw Orcs	C	.75	1.00	1.50
● Ironroot Treefolk	C	.75	1.00	1.50
● Island	C	.75	1.00	1.50
● Island Sanctuary	R	4.00	8.00	11.00
● Ivory Cup	U	1.50	2.00	3.00
● Jade Monolith	R	4.00	6.00	8.00
● Jade Statue	U	7.00	8.00	12.00
● Jaysmoke Tome	R	12.00	20.00	25.00
● Juggernaut	U	4.00	7.00	10.00
● Jump	C	.75	1.00	1.50
● Karma	U	2.00	3.00	4.00
● Keldon Warlord	U	1.50	2.00	3.00
● Korvus Bell	R	5.00	8.00	10.00
● Kudzu	R	4.00	6.00	8.00
● Lance	U	1.50	2.25	3.00
● Ley Druid	U	1.50	2.00	3.00
● Library of Leng	U	1.50	2.50	4.00
● Lich	R	28.00	35.00	50.00
● Lifeblood	U	1.00	1.50	3.00
● Lifeblood	R	5.00	7.00	8.00
● Lifesap	U	1.00	1.50	3.00
● Lightning Bolt	C	5.00	8.00	12.00
● Living Artifact	R	3.00	6.00	9.00
● Living Lands	R	4.00	6.00	8.00
● Living Wall	U	2.00	3.00	4.00
● Llanowar Elves	C	6.00	8.00	10.00
● Lord of Atlantis	R	12.00	18.00	24.00
● Lord of the Pit	R	12.00	16.00	24.00
● Lore	U	1.00	1.50	3.00
● Magical Hack	R	5.00	8.00	12.00
● Mahamoth Djinn	R	13.00	18.00	25.00
● Mana Fare	R	8.00	13.00	18.00
● Mana Short	R	8.00	10.00	14.00
● Mana Vault	R	9.00	12.00	18.00
● Marabards	R	10.00	13.00	17.00
● Meekstone	R	7.00	9.00	12.00

NAME RARITY LOW MEDIAN HIGH

● Mente's of the Pearl Trident

● Mesa Pegasus	C	.75	1.00	1.50
● Mind Twist	R	15.00	25.00	35.00
● Mons's Goblin Raiders	C	.75	1.00	1.50
● Mountain	C	.75	1.00	1.50
● Moss Emerald	R	170.00	195.00	220.00
● Moss Jet	R	160.00	190.00	220.00
● Moss Pearl	R	160.00	190.00	220.00
● Moss Ruby	R	160.00	190.00	220.00
● Moss Sapphire	R	160.00	190.00	220.00
● Natura: Selection	R	8.00	15.00	20.00
● Nether Shadow	R	5.00	8.00	10.00
● Netting Imp	U	2.00	3.00	4.00
● Newcyril's Disk	R	25.00	35.00	50.00
● Nightmare	R	14.00	20.00	27.00
● Northern Paladin	R	7.00	10.00	12.00
● Obsidian Golem	U	1.00	1.50	3.00
● Orish's Artillery	U	4.00	7.00	10.00
● Orish's Drifflame	U	6.00	8.00	10.00
● Paralyze	C	.75	1.00	1.50
● Pearl's Incarnam	C	.75	1.00	1.50
● Personal Incarnam	R	5.00	9.00	15.00
● Pestilence	C	.75	1.00	1.50
● Phantasma Forces	J	1.00	1.50	3.00
● Phantasma Terrain	C	.75	1.00	1.50
● Phantom Monster	U	1.50	2.00	3.00
● Pirate Ship	R	4.00	7.00	10.00
● Plague Rats	C	.75	1.00	1.50
● Plains	C	.75	1.00	1.50
● Plateau	R	35.00	45.00	55.00
● Power Leak	C	.75	1.00	1.50
● Power Sink	C	.75	1.00	1.50
● Power Surge	R	5.00	8.00	10.00
● Prismatic Sorcerer	C	1.00	1.50	2.00
● Psionic Blast	U	13.00	16.00	25.00
● Psychic Venom	C	.75	1.00	1.50
● Puncture	R	4.00	6.00	8.00
● Raging River	R	15.00	25.00	35.00
● Rage Deal	C	.75	1.00	1.50
● Red Elemental Blast	C	.75	1.00	1.50
● Red Ward	U	1.00	1.50	3.00
● Regeneration	C	.75	1.00	1.50
● Regrowth	U	8.00	12.00	15.00
● Resurrection	U	1.50	2.50	4.00
● Reverse Damage	R	4.00	6.00	8.00
● Righteousness	R	5.00	8.00	9.00
● Roc of Kher Ridges	R	5.00	8.00	10.00
● Rock Hydra	R	8.00	12.00	17.00
● Rod of Run	J	1.50	2.50	4.00
● Royal Assassin	R	15.00	25.00	35.00
● Sacrifice	U	1.00	1.50	3.00
● Samite Healer	C	.75	1.00	1.50
● Savannah	R	35.00	45.00	55.00
● Savannah Lions	R	7.00	11.00	16.00
● Scathe Zombies	C	.75	1.00	1.50
● Scavenging Ghoul	U	1.00	1.50	3.00
● Scudbrain	R	35.00	45.00	55.00

THE MONTH'S BIGGEST SELLERS
AND BEST NEW MAGIC CARDS



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NAME	SET	LOW	HIGH	NAME	SET	LOW	HIGH
1. Anomalous Brushhopper	JUL	7.00	8.00	51. Matriarch	70	4.00	6.00
2. Birds of Paradise	JUL	8.00	15.00	52. Squirrel Nest	09	2.00	3.00
3. Seedtime	JUL	7.00	9.00	53. Absorb	N	7.00	11.00
4. Call of the Herd	00	13.00	18.00	54. Mergin	7	5.00	8.00
5. Snake	JUL	5.00	7.00	55. Mirror Universe	18	4.00	55.00
6. Cunning Wish	JUL	6.00	8.00	56. City of Brass	7	3.00	4.00
7. Hunting Grounds	JUL	4.00	6.00	57. Meddling Mage	PS	6.00	8.00
8. Upheaval	00	4.00	6.00	58. Death Wish	JUL	3.00	4.00
9. Breaking Point	JUL	4.00	6.00	59. Sizzle	N	4.00	6.00
10. Edmond Bitt	JUL	3.00	4.00	60. Golden Wish	JUL	3.00	4.00
11. Warlike Shade	70	9.00	12.00	61. Max Diamond	SH	8.00	12.00
12. Burning Wish	JUL	4.00	6.00	62. Mist of Stagnation	JUL	2.00	3.00
13. Shadowmage	Alt	0.00	1.00	63. Aorogger Dragon	JUL	3.00	5.00
14. Shade of the	A	8.00	11.00	64. Solitary Confinement	JUL	3.00	5.00
15. Coat of Arms	JUL	8.00	12.00	65. Demonic Tidal	R	3.00	5.00
16. Fledgling Dragon	JUL	6.00	8.00	66. Black Lotus	18	120.00	280.00
17. Living Wish	JUL	4.00	6.00	67. Barabari	U	18.00	25.00
18. Glory	JUL	3.00	4.00	68. Howling Mine	7	3.00	5.00
19. Cattlefeeder	JUL	4.00	6.00	69. Library of Alexandria	AN	70.00	90.00
20. Mirar's Wake	JUL	3.00	5.00	70. Shivan Dragon	7	5.00	7.00
21. Urza's Rage	JUL	1.00	2.00	71. Overrun	00	1.00	1.50
22. Spoilback	JUL	3.00	5.00	72. Most	JUL	4.00	6.00
23. Serra Angel	JUL	4.00	6.00	73. Cursed Scroll	TM	12.00	15.00
24. Shikho	JUL	10.00	13.00	74. Vampire Dragon	00	4.00	5.00
25. Daphnid Constable	JUL	3.00	4.00	75. Brains, Cabal Minion	00	4.00	6.00
26. Silver Seraph	JUL	3.00	4.00	76. Entomb	00	3.00	4.00
27. Ly Manipulator	U	10.00	15.00	77. Ancestral Recall	JUL	10.00	15.00
28. The Moxes	U	110.00	150.00	78. Maze of the	0K	6.00	11.00
29. Commander Easha	JUL	3.00	4.00	79. Timecaster	U	90.00	130.00
30. Traumatize	00	7.00	12.00	80. Dragon's Pawns	7	3.00	5.00
31. Undermine	N	9.00	13.00	81. Apocalypse Pawns	AP	13.00	18.00
32. Mirari	00	5.00	7.00	82. Sol Ring	R	5.00	6.00
33. Sylvan Safekeeper	JUL	3.00	5.00	83. Lightning Surge	JUL	2.00	3.00
34. Sengir Vampire	U	3.00	4.00	84. Elvish Piper	7	10.00	17.00
35. Time Walk	U	115.00	160.00	85. The Jaws	LG	45.00	60.00
36. Mystic Enforcer	00	6.00	9.00	86. Underworld Dreams	LG	15.00	25.00
37. Spontaneous	AP	7.00	10.00	87. Laquatus's Champion	70	4.00	6.00
38. Haunting Echoes	00	6.00	9.00	88. Dababio Tutor	00	4.00	6.00
39. Phantom Menace	JUL	3.00	4.00	89. Vampire Tutor	6	5.00	7.00
40. Grim Lavamancer	U	4.00	6.00	90. Standstill	00	4.00	6.00
41. Fast or Fiction	N	4.00	6.00	91. Quarter of Might	U	45.00	60.00
42. Ball Lightning	5	6.00	8.00	92. Kamahl Pit Fighter	00	3.00	4.00
43. Mana Drain	LG	25.00	42.00	93. Pernicious Deed	AP	4.00	6.00
44. Avatar of Woe	PY	7.00	10.00	94. Jappa Tree	IN	4.00	5.00
45. Phantom Nephew	JUL	3.00	5.00	95. Mystic Snake	AP	3.00	5.00
46. Indescent Angel	00	6.00	8.00	96. Divert	00	3.00	4.00
47. Battar the Defiled	JUL	3.00	4.00	97. Jeska Warmonger	JUL	2.00	3.00
48. Test of Endurance	JUL	3.00	4.00	98. Uzzam Dyon	AN	10.00	15.00
49. Vindicate	AP	6.00	9.00	99. Ruth Egg	AN	5.00	8.00
50. Wrath of God	7	5.00	7.00	100. Bad Moon	5	3.00	4.00

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● Vesuvan Doppelganger	R	20.00	30.00	40.00
○ Veteran Bodyguard	R	7.00	10.00	13.00
○ Volcanic Eruption	R	4.00	6.00	8.00
○ Wall of Air	U	1.00	1.50	2.00
○ Wall of Bone	U	1.00	1.50	2.00
○ Wall of Brambles	U	1.00	1.50	2.00
○ Wall of Fire	U	1.00	1.50	2.00
○ Wall of Ice	U	1.00	1.50	2.00
○ Wall of Stone	U	1.00	1.50	2.00
○ Wall of Swords	U	1.00	1.50	2.00
○ Wall of Water	U	1.00	1.50	2.00
○ Wall of Wood	U	1.00	1.50	2.00
○ Wanderlust	U	1.00	1.50	2.00
○ War Mammoth	C	7.00	1.00	1.50
○ Warp Artifact	R	5.00	7.00	9.00
○ Water Elemental	U	1.00	1.50	2.00
○ Weakness	C	7.00	1.00	1.50
○ Web	R	6.00	8.00	10.00
○ Wheel of Fortune	R	20.00	30.00	35.00
○ White Knight	U	5.00	7.00	9.00
○ White Ward	U	1.00	1.50	2.00
○ Wild Growth	C	7.00	1.00	1.50
○ Will-O'-The-Wisp	R	7.00	12.00	17.00
○ Winter Orb	R	10.00	20.00	30.00
○ Wooden Sphere	U	1.00	1.50	2.00
○ Word of Command	R	25.00	35.00	45.00
○ Wrath of God	R	35.00	45.00	55.00
○ Zombie Master	R	7.00	9.00	11.00

BETA LIMITED EDITION WIZARDS OF THE COAST 1993

Full Set (282 cards)	4200.00	4500.00	5000.00
Starter Deck (50 cards)	250.00	300.00	350.00
Starter Box (10 decks)	2000.00	2500.00	2800.00
Booster Pack (15 cards)	120.00	140.00	160.00
Booster Box (36 packs)	3300.00	3500.00	3700.00
Unlimited Uncommons	2.00	3.00	4.00
Unlimited Commons	.75	1.00	1.50

○ Air Elemental	U	3.00	4.00	5.00
○ Ancestral Recall	R	150.00	180.00	210.00
○ Animate Artifact	U	1.00	2.00	3.00
○ Animate Dead	U	2.00	2.50	3.00
○ Animate Wall	R	5.00	7.00	9.00
○ Ankh of Mishra	R	8.00	12.00	16.00
○ Armageddon	R	30.00	40.00	50.00
○ Aspect of Wolf	R	6.00	8.00	10.00
○ Bad Moon	R	18.00	24.00	30.00
○ Balacons	R	45.00	55.00	70.00
○ Balance	R	35.00	45.00	65.00
○ Basilic Monolith	U	2.00	4.00	4.00
○ Bayou	R	58.00	65.00	75.00
○ Benalish Hero	C	7.00	1.00	1.50
○ Berserk	U	30.00	35.00	40.00
○ Birds of Paradise	R	80.00	100.00	150.00
○ Black Knight	U	7.00	9.00	13.00
○ Black Lotus	R	400.00	500.00	600.00
○ Black Vise	U	7.00	11.00	17.00
○ Black Ward	U	1.00	2.00	3.00
○ Blaze of Glory	R	16.00	21.00	25.00
○ Blessing	R	7.00	9.00	12.00
○ Blue Elemental Blast	C	7.00	1.00	1.50
○ Blue Ward	U	1.00	1.50	2.00
○ Bog Wraith	U	1.00	1.50	2.00
○ Brangeyser	R	18.00	28.00	45.00
○ Burrowing	U	1.00	2.00	3.00
○ Camouflage	U	4.00	6.00	8.00
○ Castle	U	1.00	2.00	3.00
○ Celestial Prism	U	1.00	2.00	3.00
○ Channel	U	4.00	5.00	7.00
○ Chaos Orb	R	40.00	55.00	70.00
○ Chasmodon	R	4.00	8.00	16.00
○ Circle of Protection: Black	C	7.00	1.00	1.50
○ Circle of Protection: Blue	C	7.00	1.00	1.50
○ Circle of Protection: Green	C	7.00	1.00	1.50
○ Circle of Protection: Red	C	7.00	1.00	1.50
○ Circle of Protection: White	C	7.00	1.00	1.50
○ Clockwork Beast	R	4.00	7.00	10.00
○ Cone	U	7.00	10.00	13.00
○ Concoction	R	7.00	10.00	13.00
○ Consecrate Land	U	4.00	6.00	8.00
○ Conservator	U	1.00	2.00	3.00
○ Contract from Below	R	7.00	10.00	12.00
○ Control Magic	U	4.00	5.00	6.00
○ Conversion	U	2.00	3.00	5.00
○ Copper Tablet	U	4.00	6.00	8.00
○ Copy Artifact	R	15.00	22.00	30.00
○ Counterspell	U	25.00	30.00	35.00
○ Craw Worm	C	7.00	1.00	1.50
○ Creature Bond	C	7.00	1.00	1.50
○ Crusade	U	10.00	20.00	30.00
○ Crystal Rod	U	1.00	2.00	3.00
○ Cursed Land	U	1.00	2.00	3.00
○ Cyclopean Tomb	R	35.00	45.00	60.00
○ Dark Ritual	C	4.00	6.00	8.00
○ Darkspate	R	5.00	7.00	9.00
○ Death Ward	C	7.00	1.00	1.50
○ Deathrattle	U	1.00	2.00	3.00
○ Deathlace	R	5.00	7.00	9.00
○ Demonic Attorney	R	6.00	8.00	10.00
○ Demonic Harrier	R	10.00	15.00	20.00
○ Demonic Tutor	U	20.00	30.00	50.00
○ Dingus Egg	R	6.00	8.00	10.00
○ Disenchant	C	3.00	6.00	7.00
○ Disintegrate	C	1.00	2.00	3.00
○ Disrupting Scepter	U	12.00	17.00	22.00
○ Dragon Whelp	U	5.00	7.00	9.00
○ Drain Life	C	1.00	1.50	2.50
○ Drain Power	R	6.00	8.00	10.00
○ Dredge Skeletons	C	7.00	1.00	1.50

● Dwarven Demolition Team	U	2.00	3.00	5.00
○ Dwarven Warriors	C	.75	1.00	1.50
○ Earth Elemental	U	1.00	2.00	3.00
○ Earthquake	C	.75	1.00	1.50
○ Earthquake	R	12.00	20.00	25.00
○ Elvish Archers	R	8.00	12.00	16.00
○ Evil Presence	U	1.00	2.00	3.00
○ False Orders	C	.75	1.50	2.00
○ Farmland	R	6.00	8.00	11.00
○ Fastbond	R	14.00	22.00	30.00
○ Fear	C	.75	1.00	1.50
○ Feedback	J	1.00	2.00	3.00
○ Fire Elemental	J	1.00	2.00	3.00
○ Fireball	C	3.00	4.00	5.00
○ Firebreathing	C	.75	1.00	1.50
○ Flashfires	U	2.00	2.50	4.00
○ Flight	C	.75	1.00	1.50
○ Fog	C	.75	1.00	1.50
○ Force of Nature	R	28.00	35.00	45.00
○ Forcefield	R	75.00	90.00	120.00
○ Forest	C	.75	1.00	1.50
○ Fork	R	25.00	35.00	50.00
○ Frozen Shade	C	.75	1.00	1.50
○ Fungusaur	R	7.00	10.00	12.00
○ Gaea's Jeze	R	8.00	14.00	18.00
○ Gaurdian of Might	R	7.00	85.00	120.00
○ Giant Growth	C	3.00	4.00	6.00
○ Giant Spider	C	.75	1.00	1.50
○ Glasses of Urza	U	1.00	2.00	3.00
○ Goblin	U	3.00	4.00	5.00
○ Goblin Balloon Brigade	U	2.00	3.00	4.00
○ Goblin King	R	8.00	11.00	15.00
○ Granite Gargoyle	R	7.00	10.00	15.00
○ Gray Ogre	C	.75	1.00	1.50
○ Green Ward	J	1.00	1.50	3.00
○ Grizzly Bears	C	.75	1.00	1.50
○ Guardian Angel	C	.75	1.00	1.50
○ Healing Salve	C	.75	1.00	1.50
○ Helm of Chutzak	R	4.00	5.00	8.00
○ Hill Giant	C	.75	1.00	1.50
○ Holy Armor	C	.75	1.00	1.50
○ Holy Strength	C	.75	1.00	1.50
○ Howl from Beyond	C	.75	1.00	1.50
○ Howling Mine	R	18.00	27.00	33.00
○ Hurricane	C	.75	1.00	1.50
○ Hurricane	J	3.00	4.00	5.00
○ Hypnotic Specter	U	12.00	20.00	28.00
○ Ice Storm	J	10.00	17.00	24.00
○ Ice Manipulator	U	20.00	32.00	45.00
○ Illusory Mask	U	20.00	27.00	35.00
○ Instill Energy	U	2.00	2.50	4.00
○ Intimidate	C	2.00	3.00	4.00
○ Iron Star	U	1.00	2.00	3.00
○ Ironclaw Ores	C	.75	1.00	1.50
○ Ironroot Treefolk	C	.75	1.00	1.50
○ Island	C	.75	1.00	1.50
○ Island Sanctuary	R	8.00	8.00	12.00
○ Ivory Cup	U	1.00	2.00	3.00
○ Jade Monolith	R	7.00	6.00	12.00
○ Jade Statue	U	8.00	8.00	12.00
○ Javeland's Tama	R	15.00	27.00	36.00
○ Juggernaut	U	8.00	11.00	13.00
○ Jump	C	.75	1.00	1.50
○ Karma	U	2.00	3.00	5.00
○ Keldon Warlord	U	2.00	3.00	5.00
○ Korrus Bell	R	4.00	6.00	8.00
○ Korrus	R	5.00	7.00	8.00
○ Kudzu	J	2.00	2.50	4.00
○ Lance	U	1.00	2.00	3.00
○ Lay Bird	J	1.00	2.00	3.00
○ Library of Leng	U	2.00	3.00	5.00
○ Lich	R	30.00	40.00	50.00
○ Lifeforce	U	1.00	2.00	3.00
○ Lifeforce	R	6.00	6.00	10.00
○ Lifeforce	U	1.00	2.00	3.00
○ Lightning Bolt	C	7.00	9.00	11.00
○ Living Artifact	R	3.00	5.00	7.00
○ Living Lands	R	4.00	6.00	8.00
○ Living Wall	U	2.00	3.00	4.00
○ Llanowar Elves	C	5.00	8.00	10.00
○ Loro of Atlantis	C	10.00	15.00	25.00
○ Lord of the Pit	R	10.00	15.00	20.00
○ Lure	U	2.00	3.00	5.00
○ Magical Hack	R	6.00	8.00	12.00
○ Maharmot Djinn	R	25.00	32.00	35.00
○ Mana Flare	R	10.00	15.00	20.00
○ Mana Shard	R	7.00	12.00	15.00
○ Mana Vault	R	15.00	22.00	27.00
○ Manabatts	R	5.00	8.00	12.00
○ Meekstone	R	7.00	10.00	13.00
○ Merfolk of the Pearl Trident	C	.75	1.00	1.50
○ Mesa Pegasus	C	.75	1.00	1.50
○ Mind Thief	R	35.00	40.00	45.00
○ Monks' Goblin Raiders	C	.75	1.00	1.50
○ Mountain	R	7.00	11.00	15.00
○ Max Emerald	R	77.00	210.00	250.00
○ Max Jet	R	77.00	210.00	250.00
○ Max Lead	R	77.00	210.00	250.00
○ Max Ruby	R	77.00	210.00	250.00
○ Max Sapphire	R	77.00	220.00	270.00
○ Natural Selection	R	12.00	17.00	25.00
○ Nether Shadow	U	9.00	15.00	24.00
○ Nettling Imp	U	2.00	3.00	4.00
○ Newmyra's Disk	R	30.00	55.00	70.00
○ Nightmare	R	20.00	30.00	40.00
○ Northern Paladin	R	7.00	11.00	14.00
○ Obsidian Golem	U	1.50	2.00	3.00
○ Ordisi Artillery	U	1.00	2.00	3.00
○ Ordisi Driftplane	U	1.00	2.00	3.00
○ Paralyze	C	.75	1.00	1.50
○ Pearled Unicorn	C	.75	1.00	1.50
○ Personal Incarceration	R	8.00	12.00	16.00
○ Pestilence	C	.75	1.00	1.50
○ Phantomal Forces	U	1.00	2.00	3.00
○ Phantomal Terrain	C	.75	1.00	1.50

MAGIC

The Gathering

Price Guide

Booster Box (36 packs) 2500.00 3000.00 3500.00
 Listed Uncommons 1.00 1.50 2.00
 Unlisted Commons35 .50 1.00

• Air Elemental	U	75	150	200
• Ancestral Recall	J	75	150	150
• Animate Artifact	J	75	150	200
• Animate Dead	U	75	150	200
• Animate Wall	R	150	400	500
• Ankheg	R	150	300	500
• Armageddon	R	300	500	700
• Aspect of Wolf	R	150	300	500
• Bad Moon	R	300	500	700
• Badlands	R	100	150	200
• Balance	R	400	600	900
• Basilisk	J	75	150	200
• Bayou	R	100	140	200
• Berserk	C	25	50	75
• Birds of Paradise	R	100	150	200
• Black Knight	R	100	150	200
• Black Lotus	R	2200	3000	4000
• Black Vise	J	100	200	300
• Black Ward	J	75	150	150
• Blessing of Glory	R	600	1200	2000
• Blizzards	R	300	400	600
• Blue Elemental Blast	C	25	50	75
• Blue Ward	U	75	150	150
• Boj Wraith	U	75	150	150
• Brannegard	R	400	600	800
• Burrowing	J	75	150	150
• Camouflage	J	200	300	400
• Castle	J	75	150	150
• Celestial Prism	U	75	150	150
• Chalice	U	75	150	150
• Chaos Orb	R	400	500	600
• Chasmodon	R	150	250	400
• Circle of Protection: Black	C	25	50	75
• Circle of Protection: Blue	C	25	50	75
• Circle of Protection: Green	C	25	50	75
• Circle of Protection: Red	C	25	50	75
• Circle of Protection: White	C	25	50	75
• Clockwork Beast	R	150	300	500
• Clone	J	300	400	500
• Cockatrice	R	150	300	500
• Consecrate Land	J	200	300	400
• Conservator	U	75	150	150
• Contract from Below	R	300	500	600
• Control Magic	U	100	200	300
• Conversion	U	75	150	150
• Copper Tablet	J	150	300	400
• Copy Artifact	R	300	500	600
• Counterspell	L	75	150	200
• Crown Worm	C	25	50	75
• Creature Bond	C	25	50	75
• Crusade	R	300	500	800
• Crystal Red	U	75	150	150
• Cursed Land	U	75	150	150
• Cyclopean Tomb	R	1300	2000	3000
• Dark Ritual	C	25	50	75
• Darkpact	R	300	400	600
• Death Ward	C	25	50	75
• Deathblow	L	75	150	150
• Deathlace	R	150	250	400
• Demonic Attorney	R	150	300	500
• Demonic Hordes	R	500	800	1200
• Demonic Tutor	U	400	500	700
• Dingus Egg	R	400	600	800
• Disenchant	C	25	50	75
• Disintegrate	C	25	50	75
• Disrupting Scepter	R	250	500	750
• Dragon Whelp	U	75	150	200
• Drain Life	C	25	50	75
• Drain Power	R	150	300	500
• Drudge Skeletons	C	25	50	75
• Dwarven Demolition Team	J	100	200	300
• Dwarven Warriors	C	25	50	75
• Earth Elemental	C	75	150	150
• Earthbind	C	25	50	75
• Earthquake	R	300	500	800
• Elvish Archers	R	250	400	600
• Evil Presence	U	75	150	150
• False Orders	C	25	50	75
• Farmstead	R	300	400	600
• Fastbond	R	250	400	600
• Fear	C	25	50	75
• Feedback	U	75	150	150
• Fire Elemental	U	75	150	150
• Fireball	C	50	100	150
• Firebreathing	C	25	50	75
• Flashfires	U	75	150	150
• Flight	C	25	50	75
• Fog	C	25	50	75
• Force of Nature	R	300	500	800
• Forcefield	R	3500	5000	7000
• Forest	C	25	50	75
• Fork	R	800	1200	1600
• Frozen Shade	C	25	50	75
• Fungusaur	R	150	300	500
• Gaea's League	R	300	400	700
• Gauntlet of Might	R	4500	6000	7000
• Giant Growth	C	25	50	75
• Giant Spider	C	25	50	75
• Glasses of Urza	U	75	150	150
• Goblin	J	75	150	150
• Goblin Balloon Brigade	J	75	150	150
• Goblin King	R	300	400	700
• Granite Gargoyles	R	400	600	800
• Gray Ogre	C	25	50	75
• Green Ward	U	75	150	150
• Grizzly Bears	C	25	50	75
• Guardian Angel	C	25	50	75
• Healing Salve	C	25	50	75
• Helm of Chastity	R	150	250	400
• Hill Giant	C	25	50	75
• Holy Armor	C	25	50	75
• Holy Strength	C	25	50	75
• Howl from Beyond	C	25	50	75
• Howling Mine	R	450	600	800
• Hymn of the Minotaur	C	25	50	75
• Hypnotic Specter	J	100	200	300
• Ice Storm	C	25	50	75
• Illusionary Mask	R	1200	2000	2500
• Instill Energy	U	75	150	200
• Invisiblity	C	100	300	500
• Iron Star	U	75	150	150
• Ironclad Ores	C	25	50	75
• Ironroot Treefolk	C	25	50	75
• Ivory Cup	U	75	150	150
• Jade Monolith	R	150	250	400
• Jade Statue	J	300	500	700
• Jayemdae Tome	R	300	500	700
• Juggernaut	L	100	200	300
• Jump	C	25	50	75
• Karmic	U	75	150	150
• Keldon Warlord	U	75	150	200
• Korvus Bell	R	150	250	400
• Kudzu	R	150	300	500
• Lance	J	75	150	200
• Ley Druid	L	75	150	150
• Library of Leng	U	75	150	200
• Lich	R	1500	2200	3000
• Lifeleech	U	75	150	150
• Lifelace	R	150	250	400
• Lifetap	U	75	150	150
• Lightning Bolt	C	200	300	400
• Living Artifact	R	150	250	400
• Living Lands	R	150	250	400
• Living Wall	L	75	150	200
• Llanowar Elves	C	25	50	75
• Lord of Atlantis	R	300	500	800
• Lord of the Pit	U	75	150	200
• Lure	U	75	150	150
• Magecap Hawk	R	400	600	800
• Mahamudra	R	400	600	800
• Mana Flare	R	400	600	800
• Mana Short	R	300	400	600
• Mana Vault	R	300	500	800
• Manabers	R	150	250	400
• Meekstone	R	300	500	800
• Merfolk of the Pearl Trident	C	25	50	75
• Mesa Pegasus	C	25	50	75
• Mind Twist	R	300	400	600
• Mon's Goblin Raiders	C	25	50	75
• Mountain	C	25	50	75
• Max Emerald	R	1100	1500	1800
• Max Jet	R	1100	1500	1800

• Mox Pearl	R	1100	1500	1800
• Mox Ruby	R	1100	1500	1800
• Mox Sapphire	R	1250	1600	2000
• Nature Selection	R	700	1000	1500
• Nether Shadow	R	150	500	600
• Netting Imp	U	75	150	200
• Nevyn's Disk	R	400	600	800
• Nightmare	R	600	800	1000
• Northern Paladin	R	300	500	800
• Obsidian Golem	J	75	150	150
• Orish Artillery	J	75	150	150
• Orish Inflammation	J	75	150	150
• Paralyze	C	25	50	75
• Pearled Unicorn	C	25	50	75
• Personal Incantation	R	300	500	800
• Pestilence	C	25	50	75
• Phantasmal Terrain	U	75	150	150
• Phantasmal Torment	C	25	50	75
• Phantom Monster	J	75	150	150
• Pirate Ship	R	150	400	600
• Plague Rats	C	25	50	75
• Plains	C	25	50	75
• Plateau	R	1100	1500	2000
• Power Leak	C	25	50	75
• Power Sink	C	25	50	75
• Power Surge	R	150	300	500
• Prismatic Sliver	C	25	50	75
• Psionic Blast	J	800	1400	2400
• Psychic Venom	C	25	50	75
• Purgatory	R	150	250	400
• Ragging River	R	900	1300	1800
• Raise Dead	C	25	50	75
• Red Elemental Blast	C	25	50	75
• Red Ward	U	75	150	150
• Regeneration	C	25	50	75
• Regrowth	J	100	200	300
• Reverse Damage	R	300	500	800
• Righteousness	R	300	500	800
• Rock of Kibbles	R	300	500	700
• Root Hydra	R	300	500	800
• Rod of Rums	U	75	150	150
• Royal Assassin	R	700	1000	1200
• Saboteur	U	75	150	200
• Sancti-healer	C	25	50	75
• Savannah	R	1000	1500	2000

• Tundra	R	1100	1600	2200
• Tunnel	J	75	150	150
• Twiddle	C	25	50	75
• Two-Headed Giant of Forays	R	1200	1700	2500
• Undergrowth Sea	R	1300	1900	2200
• Unholy Strength	C	25	50	75
• Unsummon	C	25	50	75
• Urubittor Trail	C	75	150	150
• Verduran Enchantress	R	300	400	600
• Vestram Doppelganger	R	700	1100	1300
• Veteran Bodyguard	R	250	500	800
• Volcanic Eruption	R	150	250	400
• Volcanic Island	R	1000	1500	2000
• Wall of Air	U	75	150	150
• Wall of Bone	U	75	150	150
• Wall of Brambles	U	75	150	150
• Wall of Fire	U	75	150	150
• Wall of Ice	U	75	150	150
• Wall of Swords	U	75	150	150
• Wall of Water	U	75	150	150
• Wall of Wood	U	75	150	150
• Wanderlust	U	75	150	150
• War Mammoth	C	25	50	75
• Warp Artifact	R	150	250	400
• Water Elemental	U	75	150	150
• Weakness	C	25	50	75
• Web	R	150	250	400
• Wheel of Fortune	R	600	800	1100
• White Knight	U	75	150	200
• White Ward	U	75	150	150
• Wild Growth	C	25	50	75
• Will-O-The-Wisp	R	400	600	800
• Winter Orb	R	300	400	600
• Wooden Sphere	U	75	150	150
• Word of Command	R	2000	2500	3500
• Wrath of God	R	700	1000	1300
• Zombie Master	R	150	500	800

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price.

Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull, faded colors. Cards also had a much lower print run and are more highly sought by collectors.

Full Set (306 cards)	2500.00	2750.00	3000.00
Starter Deck (60 cards)	25.00	30.00	40.00
Starter Box (10 decks)	260.00	275.00	325.00
Booster Pack (15 cards)	8.00	10.00	12.00
Booster Box (36 packs)	275.00	300.00	350.00
Unlisted Uncommons	50	75	150
Unlisted Commons	15	25	35

• Air Elemental	U	50	100	150
• Aladdin's Lamp	R	150	250	400
• Aladdin's Ring	R	150	250	400
• Animate Artifact	J	25	50	100
• Animate Dead	L	25	50	100
• Animate Wall	R	150	250	400
• Ankheg of Mishra	R	150	250	400
• Armageddon	R	300	400	600
• Armageddon Clock	R	150	250	400
• Aspect of Wolf	R	150	250	400
• Atog	C	15	25	35
• Bad Moon	R	400	500	600
• Badlands	R	900	1300	1800
• Balance	R	200	300	400
• Basilisk Monolith	U	50	75	100
• Bayou	R	700	1200	1800
• Berserk Hero	C	15	25	35
• Birds of Paradise	R	900	1300	1700
• Black Knight	U	25	50	100
• Black Vise	J	50	100	150
• Black Ward	L	25	50	100
• Blessing	R	200	300	400
• Blue Elemental Blast	C	15	25	35
• Blue Ward	U	25	50	100
• Bog Wraith	U	25	50	100
• Bottle of Suleiman	R	150	250	400
• Brannegysse	R	300	400	600
• Brass Man	U	25	50	100
• Burrowing	L	25	50	100
• Castie	U	25	50	100
• Celestial Prism	U	25	50	100
• Channe	U	25	50	100
• Chasmod	R	150	250	400
• Circle of Protection: Back	C	15	25	35
• Circle of Protection: Blue	C	15	25	35
• Circle of Protection: Green	C	15	25	35
• Circle of Protection: RedC	C	15	25	35
• Circle of Protection: White	C	15	25	35
• Clockwork Beast	R	150	250	400
• Cone	J	300	400	600
• Cockatrice	R	150	250	350
• Conservator	L	25	50	100
• Contract from Below	R	200	300	400
• Control Magic	U	50	100	150
• Conversion	U	25	50	100
• Copy Artifact	R	200	300	400
• Counterspell	U	50	100	150
• Craw Worm	C	15	25	35
• Creature Bond	C	15	25	35
• Crumble	J	25	50	100
• Crusade	R	300	400	500
• Crystal Rod	L	25	50	100
• Cursed Land	U	25	50	100
• Dancing Scimitar	R	150	250	400
• Dark Ritual	C	15	25	35

ALTERNATE REALITIES

THE MAGIC CARDS YOU'VE NEVER SEEN



ARENA INCUBATOR

Prizes ain't just for the big guns. Casual players got neat stuff like this in the Arena League.



ALTERNATE FOIL ERTAI

Ertai, Tahngarth and the Skyship Weatherlight each got alternate art foils in Planeshift.



REBECCA HUNT SERRA ANGEL

This 6"-by-9" card was inserted in copies of an old Magic comic book.



BORG LAND

Players who joined the Magic Guru mentoring program got these awesome lands.



LANGUAGE SLEET

These 3"-by-5" cards were used for different formats in several Arena League seasons.

○ Northern Paladin	R	2.00	3.00	4.00
● Obsidian Golem	J	25	50	100
● Onulet	J	1.50	2.50	4.00
● Drush Artillery	L	25	50	100
● Urush Oniflamme	U	25	50	100
● Onrdropter	U	25	50	100
● Paralyze	C	15	25	35
● Paralyzed Jucron	C	15	25	35
● Personal negation	R	2.00	3.00	4.00
● Pestilence	C	15	25	35
● Phantasma Forces	L	25	50	100
● Phantasma Terrain	C	15	25	35
● Phantom Monster	U	25	50	100
● Pirate Ship	R	1.50	2.50	4.00
● Plague Rats	C	15	25	35
● Plains	C	15	25	35
● Plateau	R	8.00	12.00	16.00
● Power Leak	C	15	25	35
● Power Sink	C	15	25	35
● Power Surge	R	1.50	2.50	4.00
● Primal Clay	R	1.50	2.50	4.00
● Prigidal Sorcerer	C	15	25	35
● Psychic Venom	C	15	25	35
● Purfance	R	1.50	2.50	4.00
● Raise Dead	C	15	25	35
● Reconstruction	C	15	25	35
● Red Elemental Blast	C	15	25	35
● Red Ward	L	25	50	100
● Regeneration	C	15	25	35
● Resurrection	U	1.00	2.00	3.00
● Resurrection	U	50	100	150
● Reverse Damage	U	2.00	3.00	5.00
● Reverse Polarity	U	25	50	100
● Righteousness	R	1.50	2.50	4.00
● Roc of Kher Ridges	R	2.00	3.00	5.00
● Rock Hydra	R	2.00	3.00	4.00
● Rocket Launcher	R	2.00	3.00	4.00
● Rod of Ruin	L	25	50	100
● Royal Assassin	R	5.00	8.00	10.00
● Sacrifice	U	50	100	150
● Samite Healer	C	15	25	35
● Savannah	R	7.00	12.00	18.00
● Savannah Lions	R	2.00	3.00	4.00
● Scathe Zombies	C	15	25	35
● Scavenging Ghoul	L	25	50	100
● Scrubland	R	9.00	13.00	18.00
● Scryto Sprites	C	15	25	35
● Sea Serpent	C	15	25	35
● Sedge Troll	R	2.00	3.00	5.00
● Sengir Vampire	U	2.00	3.00	4.00
● Serendib Elfreet	U	3.00	4.00	6.00
● Serra Angel	U	3.00	4.00	6.00
● Shandoin Dryads	C	15	25	35
● Shatter	C	15	25	35
● Shatterstorm	U	50	100	150
● Shivan Dragon	R	4.00	7.00	10.00
● Simulacrum	U	25	50	100
● Siren's Call	U	25	50	100
● Sleight of Mind	U	1.50	2.50	4.00
● Smoke	R	1.50	2.50	4.00
● Sol Ring	J	5.00	7.00	10.00
● Sorceress Queen	R	2.00	3.00	5.00
● Soul Net	U	25	50	100
● Spell Blast	C	15	25	35
● Stasis	R	2.00	3.00	5.00
● Steel Artifact	U	50	100	150
● Stone Giant	U	25	50	100
● Stone Rain	C	15	25	35
● Stream of Life	C	15	25	35
● Sunglasses of Urza	R	1.50	2.50	4.00
● Swamp	C	15	25	35
● Swords to Plowshares	U	1.00	1.50	2.00
● Taiga	R	9.00	13.00	18.00
● Terror	C	15	25	35
● The Hive	R	1.50	2.50	4.00
● The Rack	U	25	50	100
● Thicket Basilisk	J	25	50	100
● Thoughtace	R	1.50	2.50	4.00
● Throne of Bone	U	25	50	100
● Timber Wolves	R	1.50	2.50	4.00
● Titans Song	R	1.50	2.50	4.00
● Tranquility	C	15	25	35
● Tropical Island	R	7.00	13.00	17.00
● Tsunami	U	25	50	100
● Lundra	R	10.00	14.00	20.00
● Tunnel	J	25	50	100
● Underground Sea	R	9.00	14.00	20.00
● Unholy Strength	C	15	25	35
● Unstable Mutation	C	15	25	35
● Unsummon	C	15	25	35
● Unholy Troll	U	50	100	150
● Verduran Enchantress	R	2.00	3.00	4.00
● Verduran Doppelganger	R	4.00	6.00	10.00
● Veteran Bodyguard	R	2.00	3.00	5.00
● Volcanic Eruption	R	1.50	2.50	4.00
● Volcanic Island	R	8.00	13.00	18.00
● Wall of Air	U	25	50	100
● Wall of Bone	U	25	50	100
● Wall of Brambles	U	25	50	100
● Wall of Fire	U	25	50	100
● Wall of Ice	U	25	50	100
● Wall of Stone	U	25	50	100
● Wall of Swords	U	25	50	100
● Wall of Water	U	25	50	100
● Wall of Wood	C	15	25	35
● Wanderlust	U	25	50	100
● War Mammoth	C	15	25	35
● Warp Artifact	R	1.50	2.50	4.00
● Water Elemental	U	25	50	100
● Weakness	C	15	25	35
● Web	R	1.50	2.50	4.00
● Wheel of Fortune	R	3.00	5.00	7.00
● White Knight	L	25	50	100
● White Ward	U	25	50	100
● Wild Growth	C	15	25	35
● Wild-Of-The-Wisp	R	3.00	4.00	5.00
● Winter Orb	R	3.00	4.00	5.00
● Wooden Sphere	U	25	50	100

FOURTH EDITION

WIZARDS OF THE COAST 1993

Cards contain a 1993 copyright date beneath the artist's name on the front of the card.

Foil Set (363 cards)	175.00	200.00	225.00
Starter Deck (60 cards)	8.00	10.00	12.00
Starter Box (10 decks)	85.00	85.00	100.00
Booster Pack (15 cards)	3.00	3.50	4.00
Booster Box (36 packs)	85.00	95.00	100.00
Unlimited Jucronians	.25	.50	1.00
Unlimited Commands	.10	.15	.25

● Abomination	U	.25	.75	1.25
● Air Elemental	U	.25	.50	1.00
● Ambassador Pabon	C	.10	.15	.25
● Aladdin's Lamp	R	1.50	2.50	4.00
● Aladdin's Ring	R	1.50	2.50	3.50
● Ali Baba	J	.25	.75	1.25
● Amruu Kithen	C	.10	.15	.25
● Amulet of Kroog	C	.10	.15	.25
● Angry Mob	U	.25	.75	1.25
● Animate Artifact	U	.25	.50	1.00
● Animate Dead	U	.25	.50	1.00
● Ankh of Mishra	R	1.50	2.50	3.50
● Apprentice Wizard	C	.10	.15	.25
● Armageddon	R	3.00	4.00	5.00
● Armageddon Clock	R	1.50	2.50	3.50
● Ashes to Ashes	U	.25	.50	1.00
● Ashnod's Battle Gear	U	.25	.75	1.25
● Aspect of Wolf	R	1.50	2.50	3.50
● Backfire	U	.25	.50	1.00
● Bad Moon	R	4.00	5.00	6.00
● Balance	R	2.00	3.00	4.00
● Ball Lightning	R	5.00	8.00	10.00
● Battering Ram	C	.10	.15	.25
● Benath Hero	C	.10	.15	.25
● Bird Maiden	C	.10	.15	.25
● Birds of Paradise	R	7.00	10.00	13.00
● Black Knight	U	1.00	1.50	2.00
● Black Mana Battery	R	2.00	3.00	4.00
● Black Rose	J	.25	.75	1.25
● Block Ward	U	.25	.50	1.00
● Blessing	R	2.00	3.00	4.00
● Blight	U	.25	.75	1.25
● Blood Lust	C	.10	.15	.25
● Blue Elemental Blast	C	.10	.15	.25
● Blue Mana Battery	R	2.50	3.50	4.50
● Blue Ward	U	.25	.50	1.00
● Bog Imp	C	.10	.15	.25
● Bog Wraith	U	.25	.50	1.00
● Bottle of Suleiman	R	1.50	2.50	3.50
● Brainwash	C	.10	.15	.25
● Brass Man	U	.25	.50	1.00
● Bronze Tablet	R	1.50	2.50	3.50
● Brothers of Fire	C	.10	.15	.25
● Burrowing	U	.25	.50	1.00
● Carnivorous Plant	C	.10	.15	.25
● Carrion Ants	U	.75	1.25	2.00
● Castle	U	.25	.50	1.00
● Cave People	U	.25	.50	1.00
● Celestial Prism	U	.25	.50	1.00
● Channel	U	.25	.50	1.00
● Chaoslace	R	1.50	2.50	3.50
● Circle of Protection: Artifacts	U	.25	.75	1.25
● Circle of Protection: Black	C	.10	.15	.25
● Circle of Protection: Blue	C	.10	.15	.25
● Circle of Protection: Green	C	.10	.15	.25
● Circle of Protection: Red	C	.10	.15	.25
● Circle of Protection: White	C	.10	.15	.25
● Clay Statue	C	.10	.15	.25
● Clockwork Avatar	R	2.00	3.00	4.00
● Clockwork Beast	R	1.50	2.50	3.50
● Clockwork Beast	R	1.50	2.50	3.50
● Coaxial	R	1.50	2.50	3.50
● Coaxial of Sandia	R	2.00	3.00	4.00
● Conservator	U	.25	.50	1.00
● Control Magic	U	.25	.75	1.25
● Conversion	U	.25	.50	1.00
● Coral Helm	R	1.50	2.50	3.50
● Cosmic Horror	R	1.50	2.50	4.00
● Counterspell	U	.25	.50	1.00
● Craw Worm	C	.10	.15	.25
● Creature Bond	C	.10	.15	.25
● Crimson Manacore	R	1.50	2.50	3.50
● Crumble	U	.25	.50	1.00
● Crusade	R	3.00	4.00	5.00
● Crysta Rod	U	.25	.50	1.00
● Cursed Land	U	.25	.50	1.00
● Cursed Rack	U	.25	.75	1.25
● Cyclopean Mummy	C	.10	.15	.25
● Dancing Scimitar	R	1.50	2.50	3.50
● Dark Ritual	C	.10	.15	.25
● Death Ward	C	.10	.15	.25
● Deathgrip	U	.25	.50	1.00
● Deathlace	R	1.50	2.50	3.50
● Desert Twister	U	.25	.50	1.00
● Detonate	U	.25	.75	1.25
● Diabolic Machine	U	.25	.50	1.00
● Dingus Egg	R	1.50	2.50	4.00
● Disenchanted	C	.10	.15	.25
● Disintegrate	C	.10	.15	.25
● Disrupting Scapular	R	1.50	2.50	4.00
● Divine Transformation	U	.25	.50	1.00
● Dragon Engine	R	1.50	2.50	3.50
● Dragon Whelp	U	.25	.50	1.00
● Drain Life	C	.10	.15	.25
● Drain Power	R	1.50	2.50	4.00
● Drudge Skeletons	C	.10	.15	.25
● Darkwood Boars	C	.10	.15	.25

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

●ARTIFACT ●BLACK ●BLUE ●GOLD ●GREEN ●RED ●WHITE ●LAND

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

MAGIC

The Gathering

Price Guide

• Dwarven Warriors	C	10	15	25	• Mana Flare	R	3.00	4.00	5.00
• Earth Elemental	C	10	15	25	• Mana Short	R	1.50	2.50	4.00
• Ebony Horse	R	2.00	3.00	4.00	• Mana Vault	R	2.00	3.00	4.00
• El-Hajjaj	R	1.50	2.50	3.50	• Manabombs	R	1.50	2.50	3.50
• Elder Land Wurm	R	1.50	2.50	3.50	• Marsh Gas	C	10	15	25
• Elven Riders	J	25	75	125	• Mastic Viper	C	10	15	25
• Elvish Archers	R	1.50	2.50	4.00	• Maelstrom	R	1.50	2.50	4.00
• Energy Flux	U	25	50	100	• Merfolk of the Pearl Trident	C	10	15	25
• Energy Tap	C	10	15	25	• Mesa Pegasus	C	10	15	25
• Erg Raiders	C	10	15	25	• Miststone	R	3.00	4.00	6.00
• Erasion	C	10	15	25	• Mind Bomb	U	25	75	125
• Eternity Warmer	C	10	15	25	• Mind Twist	R	2.50	3.50	4.50
• Evil Presence	U	25	50	100	• Mishra's Factory	U	1.00	2.00	2.50
• Eye for an Eye	R	1.50	2.50	4.00	• Mishra's War Machine	R	1.50	2.50	3.50
• Fear	C	10	15	25	• Mon's Goblin Raiders	C	10	15	25
• Feedback	J	25	50	100	• Moriae	C	10	15	25
• Fellwar Stone	U	75	125	200	• Mountain	C	10	15	25
• Fire Elemental	U	25	50	100	• Muck Dwellers	C	10	15	25
• Fireball	C	10	15	25	• Nais Aps	C	10	15	25
• Firebreathing	C	10	15	25	• Nether Shadow	R	1.50	2.50	3.50
• Fissure	C	10	15	25	• Newmyr's Disk	R	3.00	4.00	5.00
• Flashfires	U	25	50	100	• Nightmare	R	2.00	3.00	4.00
• Flight	C	10	15	25	• Northern Paladin	R	2.00	3.00	4.00
• Flood	C	10	15	25	• Oass	U	25	75	125
• Flying Carpet	R	1.50	2.50	3.50	• Obsidian Golem	U	25	50	100
• Fog	C	10	15	25					
• Force of Nature	R	2.00	3.00	4.00					
• Forest	C	10	15	25					
• Fortified Area	C	10	15	25					
• Frozen Shade	C	10	15	25					
• Fungusaur	R	1.50	2.50	3.50					
• Gaea's Lege	R	2.00	3.00	4.00					
• Gaea's Form	C	10	15	25					
• Ghost Ship	U	25	50	100					
• Giant Growth	C	10	15	25					
• Giant Spider	C	10	15	25					
• Giant Strength	C	10	15	25					
• Giant Tortoise	C	10	15	25					
• Glasses of Jzra	J	25	50	100					
• Gloom	U	25	50	100					
• Goblin Baron Brigade	U	25	50	100					
• Goblin King	R	2.00	3.00	4.00					
• Goblin Rock Sled	C	10	15	25					
• Grapeshot Catapult	C	10	15	25					
• Gray Ogre	C	10	15	25					
• Greed	R	1.50	2.50	4.00					
• Green Mana Battery	R	2.00	3.00	4.00					
• Green Ward	U	25	50	100					
• Grizzly Bears	C	10	15	25					
• Healing Salve	C	10	15	25					
• Helm of Chazkuk	R	1.50	2.50	3.50					
• Hill Giant	C	10	15	25					
• Holy Armor	C	10	15	25					
• Holy Strength	C	10	15	25					
• Howl from Beyond	C	10	15	25					
• Howling Mine	R	3.00	4.00	5.00					
• Hurky's Recall	R	1.50	2.50	4.00					
• Hurler Minotaur	C	10	15	25					
• Hurk Jacks	R	1.50	2.50	3.50					
• Humane	C	10	15	25					
• Hypnotic Specter	C	10	15	25					
• Immolator	R	2.00	3.00	4.00					
• Inferno	R	1.50	2.50	4.00					
• Intell Energy	U	25	50	100					
• Iron Star	L	25	50	100					
• Ironclaw Orcs	C	10	15	25					
• Ironclaw Treefolk	C	10	15	25					
• Island	C	10	15	25					
• Island Fish Jaceusaur	R	1.50	2.50	3.50					
• Island Sanctuary	R	1.50	2.50	3.50					
• Ivory Cup	U	25	50	100					
• Ivory Tower	R	3.00	4.00	5.00					
• Jade Monolith	R	1.50	2.50	3.50					
• Jandor's Saddlebags	R	1.50	2.50	4.00					
• Jaysmoke Tome	R	2.00	3.00	4.00					
• Jump	C	10	15	25					
• Junken Freer	L	25	75	125					
• Karma	U	25	50	100					
• Aeldan Warlord	U	25	50	100					
• Kair Bees	U	75	125	200					
• Kissnet	U	25	75	125					
• Kormus Bell	R	1.50	2.50	3.50					
• Land Leeches	C	10	15	25					
• Land Tax	R	2.00	4.00	5.00					
• Levitation	R	1.50	2.50	4.00					
• Ley Druid	J	25	50	100					
• Library of Leng	J	25	50	100					
• Liferace	C	10	15	25					
• Liferace	R	1.50	2.50	4.00					
• Liferace	U	25	50	100					
• Lightning Bolt	C	10	15	25					
• Living Artifact	R	1.50	2.50	3.50					
• Living Lands	C	10	15	25					
• Living Lands	R	1.50	2.50	3.50					
• Lord of Atlantis	R	2.00	3.00	4.00					
• Lord of the Pit	R	2.00	3.00	4.00					
• Lost Soul	C	10	15	25					
• Lure	J	25	50	100					
• Magic Hack	R	1.50	2.50	3.50					
• Magnetic Mountain	R	1.50	2.50	3.50					
• Mahamoti Djin	R	3.00	4.00	5.00					
• Mana Clash	R	1.50	2.50	3.50					

• Soryo Sprites	C	10	15	25	• Winds of Change	R	2.00	3.00	4.00
• Sea Serpent	C	10	15	25	• Winter Blast	U	25	75	125
• Seeker	C	10	15	25	• Winter Orb	R	3.00	4.00	5.00
• Segevan Leviathan	J	25	75	125	• Wizard Sphere	J	25	50	100
• Senior Vampire	C	10	15	25	• Wizard of Binding	C	10	15	25
• Serra Angel	R	2.00	4.00	5.00	• Wizard of Soul	R	3.00	5.00	7.00
• Shandor Dryads	C	10	15	25	• Xenic Pollergout	R	1.50	2.50	3.50
• Shapeshifter	U	25	75	125	• Yotun Sower	C	10	15	25
• Shatter	C	10	15	25	• Zephyr Falcon	C	10	15	25
• Shivan Dragon	R	5.00	7.00	10.00	• Zombie Master	R	1.50	2.50	3.50
• Simulacrum	U	25	50	100					
• Simbad	U	25	75	125					
• Siren's Call	U	25	50	100					
• Sisters of the Flame	C	10	15	25					
• Slight of Mind	R	1.50	2.50	3.50					
• Smoke	C	10	15	25					
• Sorceress Queen	R	1.50	2.50	4.00					
• Soul Net	U	25	50	100					
• Spell Blast	C	10	15	25					
• Spirit Link	U	25	50	100					
• Spirit Shackle	U	25	75	125					
• Stasis	R	3.00	4.00	5.00					
• Steel Artifact	U	25	50	100					
• Stone Giant	U	25	50	100					
• Stone Rain	C	10	15	25					
• Stream of Life	C	10	15	25					
• Sun Mine	J	25	50	100					
• Sunlasses of Urza	R	1.50	2.50	3.50					
• Sunken City	C	10	15	25					
• Swamp	C	10	15	25					
• Swords to Plowshares	U	25	75	125					
• Sylvan Library	R	3.00	4.00	5.00					
• Tawno's Wand	U	25	75	125					
• Tawno's Weaponry	U	25	75	125					
• Tempus Eternet	R	1.50	2.50	3.50					
• Terra	C	10	15	25					
• Tetravus	R	2.00	3.00	4.00					
• The Brute	C	10	15	25					
• The Weave	R	1.50	2.50	3.50					
• The Race	U	25	50	100					
• Thicket Basilisk	C	10	15	25					
• Throglathace	R	1.50	2.50	3.50					
• Throne of Bone	U	25	50	100					
• Timber Wolves	R	1.50	2.50	3.50					
• Time Elemental	R	1.50	2.50	4.00					

FIFTH EDITION

WIZARDS OF THE COAST 1997

Full Set (434 cards)	180.00	200.00	240.00
Starter Deck (50 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	100.00
Booster Pack (15 packs)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	80.00	100.00
Unlimited Uncommons	25	50	100
Unlimited Commons	15	25	50

• Abbey of Yvoir	R	1.50	2.00	3.50
• Adop	U	25	50	100
• Aether Storm	C	10	15	25
• Aeyen Bureaucrats	C	10	15	25
• Azure Drake	U	25	75	125
• Bad Moon	R	3.00	4.00	5.00
• Ball Lightning	R	6.00	8.00	10.00
• Barbed Sextant	C	10	15	25
• Barbs Cage . . .	R	3.00	4.00	5.00
• Battering Ram	C	10	15	25
• Bewish Here . .	C	10	15	25
• Bird ng Grass	U	25	50	100
• Bird Maiden	C	10	15	25
• Birds of Paradise	R	8.00	12.00	15.00
• Black Knight	U	25	50	100
• Blessed Wine	C	10	15	25
• Blight	U	25	50	100
• Blood Lust . . .	R	3.00	4.00	5.00
• Broom Spout	C	10	15	25
• Bog Imp	C	10	15	25
• Bog Rats	C	10	15	25
• Bog Wrath	U	25	50	100
• Boomerang	C	10	15	25
• Bott e of Suleman	R	1.50	2.00	3.50
• Bottomless Vault	R	2.00	3.00	4.00
• Bransford	C	10	15	25
• Brainwash	C	10	15	25
• Brassaw Dracs	C	10	15	25
• Breeding Pit	J	25	75	125
• Broken Visage	R	1.50	2.50	4.00
• Brothers of Fe	C	10	15	25
• Brushland	R	4.00	4.00	6.00
• Carapace	C	10	15	25
• Carbow Range	R	1.50	2.50	4.00
• Cannon Ants	U	25	50	100
• Castle	U	25	50	100
• Cat Warriors	C	10	15	25
• Cave People	U	25	50	100
• Chub Lead	C	10	15	25
> Circle of Protection: Artifacts	J	25	75	125
> Circle of Protection: Black	C	10	15	25
> Circle of Protection: Blue	C	10	15	25
> Circle of Protection: Green	C	10	15	25
> Circle of Protection: RedC	C	10	15	25
> Circle of Protection: White	C	10	15	25
• City of Brass	R	3.00	4.00	6.00
• Clay Statue	C	10	15	25
• Cloak of Confusion	C	10	15	25
• Clockwork Beast	R	1.50	2.50	4.00
• Clockwork Steed	L	25	50	100
• Clockwork	R	1.50	3.00	4.00
• Confusion of Sardia	R	2.00	3.00	4.00
• Corpse	C	25	50	100
• Corpse Horn	R	1.50	2.00	3.00
• Counterspell	C	10	15	25
• Crow Gant	U	25	50	100
• Crow Worm	C	10	15	25
• Crown Mantle	R	1.50	2.00	3.50
• Crown of the Ages	R	1.50	2.50	4.00
• Crumble	J	25	50	100
• Crusade	R	3.00	5.00	7.00
• Crysta Rod	U	25	50	100
• Cursed Land	L	25	50	100
• D'Avanant Archer	C	10	15	25
• Dance of Any	R	1.50	2.50	4.00
• Dancing Scimitar	R	1.50	2.00	3.50
• Dandan	C	10	15	25
• Dark Maze	C	10	15	25
• Dark Ritual	C	10	15	25

● Ivory Cup	U	25	50	1.00	● Mountain Goat	C	10	15	25
● Ivory Guardians	U	25	50	1.00	● Mountain Goat	C	10	15	25
● Jade Monolith	R	150	2.00	3.50	● Muck Dwellers	C	10	15	25
● Jann Tome	R	150	2.50	4.00	● Nature's Lore	C	10	15	25
● Jandar's Saddlebags	R	150	2.50	4.00	● Necrite	C	10	15	25
● Javendae Tome	R	150	3.00	4.00	● Necropolis	R	3.00	4.00	5.00
● Jester's Cap	R	3.00	4.00	6.00	● Nether Shadow	R	1.50	2.00	3.50
● Jotull Worm	U	25	50	1.00	● Newmyral's Disk	R	2.00	3.00	4.00
● Jotull Worm	U	25	50	1.00	● Nightmare	R	3.00	4.00	5.00
● Jotull Worm	U	25	50	1.00	● Oblisk of Undeering	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Orcaish Artillery	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Orcaish Captain	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Orcaish Conspirator	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Orcaish Farmer	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Orcaish Driftnet	L	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Orcaish Squatters	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Order of the Sacred Torch	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Order of the White Shield	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Orgh	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Orghooter	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Panic	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Paralyze	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Pearl Lincorn	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Pentagram of the Ages	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Personal necromancer	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Pestilence	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Phantasmal Forces	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Phantasmal Terrain	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Phantom Monster	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Pkemon	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Pirate Ship	R	1.50	2.00	3.50
● Jotull Worm	U	25	50	1.00	● Pit Scorpion	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Plague Rats	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Plains	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Portant	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Power Sink	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Pox	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Pradish Gypsies	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Prima Clay	R	1.50	2.00	3.50
● Jotull Worm	U	25	50	1.00	● Prima Order	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Primordial Dome	L	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Pseudic Sorcerer	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Psychic Vampir	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Pyroblast	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Pyrotechnics	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Rabid Wombat	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Radiant Spirit	U	25	50	1.00
● Jotull Worm	U	25	50	1.00	● Rag Man	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Raise Dead	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Ray of Command	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Renai	R	1.50	2.50	4.00
● Jotull Worm	U	25	50	1.00	● Reef Pirates	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Regeneration	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Remove Soul	C	10	15	25
● Jotull Worm	U	25	50	1.00	● Repentant Blacksmith	C	10	15	25

○ Reverse Damage	R	1.50	2.50	4.00	● Throne of Bone	J	25	50	1.00
○ Righteousness	R	1.50	2.50	4.00	● Thrill Retainer	J	25	50	1.00
○ Ring of Ruin	U	25	50	1.00	● Time Bomb	R	1.50	2.50	4.00
○ Rites of Trilok	U	25	50	1.00	● Time Elemental	R	1.50	2.50	4.00
○ Sacred Boon	C	10	15	25	● Tiana's Song	R	1.50	2.00	3.50
○ Sacred Boon	C	10	15	25	● Torture	C	10	15	25
○ Sanctus Healer	U	25	50	1.00	● Touch of Death	C	10	15	25
○ Sand Sius	R	1.50	2.50	4.00	● Tranquility	C	10	15	25
○ Scared Wurm	C	10	15	25	● Truce	R	1.50	2.50	4.00
○ Scathe Zombies	C	10	15	25	● Tsunami	J	25	50	1.00
○ Scavenger Folk	C	10	15	25	● Tundra Wolves	C	10	15	25
○ Scryb Sprites	C	10	15	25	● Twiddle	C	10	15	25
○ Sea Serpent	C	10	15	25	● Underground River	R	3.00	4.00	6.00
○ Sea Spirit	U	25	50	1.00	● Unholy Strength	C	10	15	25
○ Sea Sprite	U	25	50	1.00	● Unstable Mutation	C	10	15	25
○ Seasinger	L	25	50	1.00	● Unsummon	C	10	15	25
○ Seigwan Leviathan	L	25	50	1.00	● Untamed Wilds	L	25	50	1.00
○ Seraph	R	3.00	4.00	6.00	● Uprift	C	10	15	25
○ Serpent Generator	R	2.00	3.00	4.00	● Urza's Avenger	R	1.50	2.00	3.50
○ Serra Bestiary	U	25	50	1.00	● Urza's Bauble	J	25	50	1.00
○ Serra Paladin	U	25	50	1.00	● Urza's Mine	C	10	15	25
○ Shandari Dryads	U	10	15	25	● Urza's Power Plant	C	10	15	25
○ Shapeshifter	U	25	50	1.00	● Urza's Tower	C	10	15	25
○ Shatterstorm	C	10	15	25	● Vampire Bats	C	10	15	25
○ Shield Bearer	C	10	15	25	● Venom	C	10	15	25
○ Shield Wall	C	10	15	25	● Verduran Enchantress	R	2.00	3.00	4.00
○ Shivan Dragon	R	4.00	6.00	10.00	● Vodalai Soldiers	C	10	15	25
○ Shinnk	C	10	15	25	● Wall of Air	U	25	50	1.00
○ Shivan Spirit	R	1.50	2.50	4.00	● Wall of Bone	U	25	50	1.00
○ Skat Catapult	U	25	50	1.00	● Wall of Brambles	U	25	50	1.00
○ Slaughter of Mind	R	1.50	2.00	3.50	● Wall of Fire	U	25	50	1.00
○ Smoke	C	10	15	25	● Wall of Spears	C	10	15	25
○ Smokes Queen	C	10	15	25	● Wall of Stone	U	25	50	1.00
○ Soul Barrier	C	10	15	25	● Wall of Swords	U	25	50	1.00
○ Soul Net	C	10	15	25	● Wanderlust	L	25	50	1.00
○ Spell Blast	C	10	15	25	● War Mammoth	C	10	15	25
○ Spirit Link	J	25	50	1.00	● Warp Artifact	R	1.50	2.00	3.50
○ Stampede	R	1.50	2.50	4.00	● Weakness	C	10	15	25
○ Stass	R	2.00	3.00	4.00	● Whirling Dervish	J	25	50	1.00
○ Steg Artifact	U	25	50	1.00	● White Knight	U	25	50	1.00
○ Stone Giant	L	25	50	1.00	● Wild Growth	C	10	15	25
○ Stone Rain	C	10	15	25	● Wind Spirit	U	25	50	1.00
○ Stone Spirit	C	10	15	25	● Winds of Change	R	2.00	3.00	4.00
○ Stream of Life	C	10	15	25	● Winter Blast	L	25	50	1.00
○ Strangland Cabal	R	1.50	2.50	4.00	● Winter Orb	R	1.50	2.50	3.50
○ Sulfurous Springs	U	25	50	1.00	● Woven Sphere	J	25	50	1.00
○ Syreante Temple	U	25	50	1.00	● Word of Bastion	U	25	50	1.00
○ Swamp	C	10	15	25	● Wrath of God	R	4.00	6.00	8.00
○ Sylvan Library	R	3.00	4.00	5.00	● Wylla Wolf	R	1.50	2.50	4.00
○ Tapan	C	10	15	25	● Xenic Poitgeist	R	1.50	2.50	4.00
○ Tawans's Weaponry	L	25	50	1.00	● Zephyr Falcon	C	10	15	25
○ Terror	C	10	15	25	● Zombie Master	R	1.50	2.50	4.00
○ The Brute	C	10	15	25	● Zur's Weirder	R	1.50	2.50	4.00
○ The Hive	R	1.50	2.00	3.50					
○ The Wretched	R	2.00	3.00	4.00					
○ Throek Basilisk	U	25	50	1.00					

● Throne of Bone	J	25	50	1.00
● Thrill Retainer	J	25	50	1.00
● Time Bomb	R	1.50	2.50	4.00
● Time Elemental	R	1.50	2.50	4.00
● Tiana's Song	R	1.50	2.00	3.50
● Torture	C	10	15	25
● Touch of Death	C	10	15	25
● Tranquility	C	10	15	25
● Truce	R	1.50	2.50	4.00
● Tsunami	J	25	50	1.00
● Tundra Wolves	C	10	15	25
● Twiddle	C	10	15	25
● Underground River	R	3.00	4.00	6.00
● Unholy Strength	C	10	15	25
● Unstable Mutation	C	10	15	25
● Unsummon	C	10	15	25
● Untamed Wilds	L	25	50	1.00
● Uprift	C	10	15	25
● Urza's Avenger	R	1.50	2.00	3.50
● Urza's Bauble	J	25	75	1.25
● Urza's Mine	C	10	15	25
● Urza's Power Plant	C	10	15	25
● Urza's Tower	C	10	15	25
● Vampire Bats	C	10	15	25
● Venom	C	10	15	25
● Verduran Enchantress	R	2.00	3.00	4.00
● Vodalai Soldiers	C	10	15	25
● Wall of Air	J	25	50	1.00
● Wall of Bone	U	25	50	1.00
● Wall of Brambles	U	25	50	1.00
● Wall of Fire	U	25	50	1.00
● Wall of Spears	C	10	15	25
● Wall of Stone	U	25	50	1.00
● Wall of Swords	U	25	50	1.00
● Wanderlust	L	25	50	1.00
● War Mammoth	C	10	15	25
● Warp Artifact	R	1.50	2.00	3.50
● Weakness	C	10	15	25
● Whirling Dervish	J	25	75	1.25
● White Knight	U	25	50	1.00
● Wild Growth	C	10	15	25
● Wind Spirit	U	25	50	1.00
● Winds of Change	L	25	50	1.00
● Winter Blast	L	25	50	1.00
● Winter Orb	R	1.50	2.50	3.50
● Wobbesnipe Pack	J	25	50	1.00
● Wooden Sphere	J	25	50	1.00
● Word of Blasphemy	U	25	50	1.00
● Wrath of God	R	4.00	6.00	8.00
● Wylie Wolf	R	1.50	2.50	4.00
● Xenic Potergeest	R	1.50	2.50	4.00
● Zephyr Falcon	C	10	15	25
● Zornite Master	R	1.50	2.50	4.00
● Zur's Wielding	R	1.50	2.50	4.00

Price Guide

● Pentagram of the Ages	R	1.50	2.50	3.00
● Perish	U	.25	.75	1.00
● Persistence	U	.25	.50	1.00
● Phantasmal Terrain	C	.25	.50	1.00
● Phantom Warrior	U	.25	.50	1.00
● Phylaxian Vault	U	.25	.50	1.00
● Pi-Page	U	1.00	1.50	2.00
● Plains	C	.05	.10	.15
● Polymorph	R	1.50	2.50	3.00
● Power Sink	J	.25	.50	1.00
● Pradish Gypsies	C	.10	.15	.20
● Prima Lash	R	1.50	2.00	3.00
● Prodigious Sarcerner	C	.10	.15	.20
● Prosperity	U	.25	.50	1.00
● Psychic Transfer	R	2.00	3.00	4.00
● Psychic Venom	C	.10	.15	.20
● Pyrotechnics	C	.10	.15	.20
● Python	C	.10	.15	.20
● Ragged Spirit	J	.25	.50	1.00
● Rag Man	R	1.50	2.50	3.00
● Ragging Goblin	C	.10	.15	.20
● Raging Death	C	.10	.15	.20
● Rampant Growth	C	.10	.15	.20
● Razorblot Rats	C	.10	.15	.20
● Recall	R	1.50	2.50	3.00
● Reckless Embergame	R	1.50	2.50	3.00
● Redwood Freefolk	C	.10	.15	.20
● Rega Unicorn	C	.10	.15	.20
● Regeneration	C	.10	.15	.20
● Resear	U	.25	.50	1.00
● Reckless Assault	R	1.50	2.50	3.00
● Remedy	C	.10	.15	.20
● Remedy Soul	C	.10	.15	.20
● Reprisal	C	.25	.50	1.00
● Resistance Fighter	C	.10	.15	.20
● Reverse Damage	R	1.50	2.50	4.00
● River Boat	J	.25	.75	1.00
● Rod of Run	J	.25	.50	1.00
● Rowen	R	1.50	2.50	3.00
● Ruins of Traxor	L	.25	.75	1.00
● Sabertooth Tiger	C	.10	.15	.20
● Sage Owl	C	.10	.15	.20
● Sam to Healer	C	.10	.15	.20
● Scared W/M	C	.10	.15	.20
● Scathe Zombies	C	.10	.15	.20

• Teler's Puzzle Box	R	2.00	3.00	4
• Terror	C	10	.15	
• The Hwe	R	1.50	2.00	3
• Thicket Bashick	U	25	.50	1
• Throne of Bone	U	25	.50	1
• Tidal Storms	C	10	.15	
• Trained Arcadian	C	10	.15	
• Tranquil Grove	R	3.00	4.00	
• Tranquility	C	10	.15	
• Tremor	C	10	.15	
• Tundra Wolves	C	10	.15	
• Tundra Orangutan	U	25	.75	1
• Uxkairi Wificrats	R	1.50	2.50	3
• Untamed River	R	3.00	5.00	7
• Unseen Walker	U	25	.50	1
• Unsummon	C	10	.15	
• Untamed Wilds	U	25	.50	1
• Unwary Griffin	U	25	.50	1
• Vampire Tutor	R	5.00	7.00	8
• Venerable Monk	C	10	.15	
• Verduran Enchantress	R	2.00	3.00	4
• Verigo	U	25	.50	1
• Washino Warner	C	10	.15	
• Vitalize	C	10	.15	
• Vodalian Soldiers	C	10	.15	
• Volcanic Dragon	R	3.00	4.00	
• Volcanic Geyser	U	25	.50	1
• Wa bag in the Weeds	R	1.50	2.50	3
• Wall of Air	U	25	.50	1
• Wall of Fire	L	25	.50	1
• Wall of Swords	R	25	.50	1
• Wand of Demal	R	2.50	3.50	4
• Warrith	U	25	.50	1
• Warrior's Honor	C	10	.15	
• Worthip	U	25	.50	1
• Wild Growth	C	10	.15	
• Wind Drake	U	20	.15	
• Wind Spirit	L	25	.50	1
• Wooden Sphere	U	25	.50	1
• Worlity Tutor	U	25	.75	1
• Wrath of God	R	4.00	6.00	8
• Wyllie Wolf	R	1.50	2.50	3
• Zombic Master	R	1.50	2.50	3
• Zur's Wearding	R	1.50	2.50	3

○ Crossbow Infantry	C	10	15
● Crypt Rats	L	25	50
● Crystal Rod	U	25	50
● Daxner Lancer	U	25	50
● Daring Apprentice	R	150	200
● Dark Berserker	C	10	15
● Dark Bow	R	150	250
● Deflection	C	200	300
● Decisions of Mediocrity	R	150	200
● Dugous Evil	R	150	250
● Disenchant	C	10	15
● Disorder	L	25	50
● Disrupting Scepter	R	150	200
● Drops of Sorrow	R	150	200
● Druide Skeletons	C	10	15
● Duress	C	10	15
○ Eager Cadet	C	10	15
● Early Harvest	R	200	300
● Earthquake	R	250	350
● Eastern Paladin	R	200	300
● Elder Druid	R	150	200
● Elite Archers	R	150	200
● Enish Archers	R	150	250
● Enish Champion	R	300	400
● Enish Jester	U	25	50
● Enish Piper	R	500	700
● Enraptured Plague	J	25	50
● Ensnaring Brogue	J	300	400
● Equilibrium	R	300	400
● Evaluation	R	150	200
● Fallen Angel	R	200	300
● Farm Boy Ground	C	10	15
● Fear	C	10	15
● Enraged Archers	R	25	50
● Fervor of Ban	R	150	200
● Fenrir	R	200	300
● Fighting Drake	U	25	50
● Fire Fortune	R	150	200
● Fire Diamond	U	25	50
● Fire Elemental	U	25	50
● Fleet on Image	R	150	200
● Flight	C	10	15
● Flying Carpet	R	150	200
● Foo	C	10	15
● Force Spike	C	10	15

Forest	C	05	10	
Forest	C	05	10	
Forest	C	05	10	
Foul Imp	U	25	50	
Fudge	U	25	50	
Fyndhorn Fender	U	25	50	
Song of Elk	J	25	50	
Gemard's Wisdom	U	50	75	1
Philly Fire-Eater	L	25	50	
Giant Cockroach	C	10	15	
Giant Growth	C	10	15	
Giant Octopus	C	10	15	
Giant Spider	C	10	15	
Glecca Wal	U	25	50	
Glorious Anthem	R	3.00	4.00	5
Goblin Chanot	C	10	15	
Goblin Digging Team	C	10	15	
Goblin Elite Infantry	C	10	15	
Goblin Gardener	C	10	15	
Goblin Gader	L	25	50	
Goblin King	R	25.0	3.50	4
Goblin Matron	U	25	50	
Goblin Raider	C	10	15	
Goblin Spew-unkers	C	10	15	
Goblin War Drums	J	25	50	
Gorn's Chetian	C	10	15	
Grafted Skullcap	R	2.00	3.00	4
Graute Grip	C	10	15	
Grapeshot Catapult	U	25	50	
Gravedigger	C	10	15	
Grind	R	1.50	2.00	3
Grizzly Bears	C	10	15	
Healing Salve	C	10	15	
Heavy Ballista	U	25	50	
Hibernation	J	25	50	
Hill Giant	C	10	15	
Hollow Dogs	C	10	15	
Holy Strength	C	10	15	
Homer Guard	C	10	15	
Horned Turtle	C	10	15	
Howl from Beyond	C	10	15	
Howling Mime	R	3.00	5.00	70
Humancore	R	1.50	2.00	30
Humongous	R	1.50	2.00	30
Infernal Contract	R	1.50	2.50	3.5
Inferno	R	1.50	2.00	3.0
Inspiration	C	10	15	
Intrepid Hero	R	2.00	3.00	4.0
Iron Star	U	25	50	
Island	C	05	10	
Island	C	05	10	
Island	C	05	10	
Island	C	05	10	
Ivory Gun	U	25	50	
Jalumi Tame	R	1.50	2.00	3.0
Jandor's Saddlebags	R	1.50	2.00	3.0
Jayswede Tame	R	1.50	2.00	3.0
Karpis-san Forest	R	4.00	5.00	6.0
Kieldarion Royal Guard	R	1.50	2.00	3.0
Knight Errant	C	10	15	
Knighthood	U	25	50	
Lava Axe	C	10	15	
Leshara's Rite	J	25	50	
Lyvation	U	25	50	
Lightn'n Blast	C	10	15	
Lightning Elemental	C	10	15	
Llanowar Elves	C	10	15	
Loose Wolf	C	10	15	
Lungrow Archer	U	25	50	
Looming Shadow	C	10	15	
Lord of Atlantis	R	3.00	4.00	5.0
Lure	U	25	50	
Mahamot Djin	R	3.00	4.00	7.0
Mana Breach	J	25	50	
Mana Cash	R	1.50	2.00	

Price Guide

The Lady of the Mountain			
	U	75	150
The Tabernacle at Pendrell Vale	R	7.00	22.00
The Wretched R	4.90	7.00	20.00
Thunder Sprint R	3.00	15.00	20.00
Time Elemental R	5.00	7.00	10.00
Tobias Andron U	75	1.50	2.00
Toana U	2.00	3.00	4.00
Tor Waak U	75	1.00	1.50
Torsten Von Urness U	75	1.00	1.50
Touch of Darkness U	75	1.50	2.00
Transmutation C	50	75	1.00
Trassic Egg R	3.00	4.00	8.00
Tukuri Deathlock R	4.50	6.00	8.00
Tundra Wolves C	50	75	1.00
Typhoon R	3.00	4.00	8.00
Yedowen J	75	1.25	2.00
Yonderly Dreams J	15.00	25.00	30.00
Yonderly Citadel L	1.00	1.00	1.00
Zentured Winds U	75	1.00	1.50
zi-Dreago C	3.00	5.00	8.00
Unborn U	2.00	3.00	4.00
Vavencis Asmadi R	7.00	10.00	15.00
Vampire Bats C	50	75	1.00
Venarian God C	50	75	1.00
Visions U	75	1.00	1.50

BOOMS AND BUSTS

The truth is out there. Unfortunately, the money isn't. At least not anymore. The short-lived *X-Files* CCG had a lot of hype around it and did well for a while. *InQuest* even included a promo card for the game in an old issue—kinda. Deny Everything cards could be found once in every 25 issues, so they went for up to \$60 a pop at one time. Now? You're lucky to get \$10.

THE DARK 
WIZARDS OF THE COAST-1984

• Standing Stones	L	1.00	2.00	3.00
• Stone Calendar	R	2.00	3.00	4.00
• Sunken City	C	25	50	75
• Tangle Kelp	U	1.00	1.50	2.50
• The Fallen	U	1.00	2.00	3.00
• Traders' Crypt	J	1.00	2.00	3.00
• Tornado's Edge	L	1.00	2.00	3.00
• Tower of Coireal	L	1.00	1.50	2.50
• Tracker	R	2.00	3.00	4.00
• Uncle Istvan	U	1.00	2.00	3.00
• Vortex	C	25	50	75
• Wand of Ills	U	1.00	2.00	3.00
• War Barge	U	1.50	3.00	4.50
• Water Vortex	C	25	50	75
• Whappoorwill	U	1.00	2.00	3.00
• Witch Hunter	U	1.50	2.50	4.00
• Word of Binding	C	25	50	75
• Worms of the Earth	R	1.50	2.50	3.50
• Wornwood Trefoil	R	1.50	2.50	3.50

WIZARDS OF THE COAST-1994			
Full Set (185 cards)	30.00	40.00	45.00

WILKINSON OF THE COAST-1995

Full Set (363 cards)	170.00	160.00	200.00
Starter Deck (60 cards)	9.00	10.00	12.00
Starter Box (10 decks)	90.00	100.00	120.00
Booster Pack (15 cards)	3.00	4.00	5.00
Booster Box (36 packs)	100.00	110.00	140.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.25	.35

• Aeaple	R	1.00	2.00	3.00
• Amer Thrall	C	10	20	25
• Balm of Restoration	R	75	1.00	1.50
• Basil Thall	C	10	20	25
• Bottomless Vault	R	75	1.00	1.50
• Brassclaw Dros	C	10	20	25
• Breeding Pit	U	1.50	2.00	3.00
• Combat Medic	C	10	20	25
• Conch Horn	R	75	1.00	2.00
• Deep Spawn	U	25	50	75
• DelF's Cone	C	20	35	50
• DelF's Cube	R	75	1.00	2.00
• Deroser	R	2.00	3.00	4.00
• Dracmon Cylux	R	75	1.00	1.50
• Dracmon Hammer	R	75	1.00	1.50
• Dracmon Katap	R	75	1.00	1.50
• Dracmon Rod	R	1.00	2.00	3.00
• Dracmon Lieutenant	J	25	50	75
• Dracmon Plums	C	25	50	75
• Dracmon Soldier	C	10	20	25
• Ebon Praetor	R	1.00	2.00	3.00
• Ebon Stronghold	U	25	50	75
• Evert Fortress	C	10	20	25
• Evert Lyre	R	75	1.00	1.50
• Elvish Farmer	R	1.50	2.00	2.50
• Elvish Hunter	C	10	20	25
• Elvish Scout	C	10	20	25
• Farns's Mantle	U	25	50	75
• Farns's Zealot	C	10	20	25
• Farrellite Priest	U	25	50	75
• Fern Thall	C	25	50	75
• Fungus Bloom	U	1.00	2.00	3.00
• Goblin Chieftain	C	10	20	25
• Goblin Flaming	R	75	1.00	1.50
• Goblin Grenade	C	10	20	25
• Goblin Kites	U	25	50	75
• Goblin War Drums	C	10	20	25
• Goblin Warrens	R	75	1.00	1.50
• Hand of Justice	R	1.00	2.00	3.00
• Havenwood Battleground				

Abysmal Secret	J	1.00	1.50	2.50
Admiral Sentinel	L	5.0	7.5	1.00
Admiral Unicorn	C	10	25	35
Admiral Wastax	R	4.00	6.00	8.00
Aegis of the Meek	R	1.50	2.00	3.00
Aggression	U	5.0	7.5	1.00
Altair of Bona	R	1.50	2.00	3.00
Amulet of Quez	R	1.50	2.00	3.00
Anarchy	U	1.00	1.50	2.50
Arctic Foxes	C	10	25	35
Arctum's Sleigh	U	5.0	7.5	1.00
Arctum's Weathervane	U	5.0	7.5	1.00
Arctum's Whistle	U	5.0	7.5	1.00
Arcton's Aard	C	10	25	35
Armor of Ascent	C	10	25	35
Armory's Faith	C	10	25	35
Arms of Bhai	U	5.0	7.5	1.00
Aurora	C	10	25	35
Avachine	U	5.0	7.5	1.00
Balduran Bears	C	10	25	35
Balduran Barbarians	C	10	25	35
Balduran Conqueror	L	5.0	7.5	1.00
Balduran Hydra	R	1.50	2.50	3.50
Balduran Gades	C	10	25	35
Balduran Shaman	C	10	25	35
Barbed Sextant	U	5.0	7.5	1.00
Baton of Morale	U	5.0	7.5	1.00
Battle Cry	J	5.0	7.5	1.00
Battle Frenzy	C	10	25	35
Bind 'n' Grasp	L	5.0	7.5	1.00
Black Scarab	U	5.0	7.5	1.00
Blessed Wine	C	10	25	35
Blissful Spirit	R	2.00	3.00	4.00
Blizzard	R	1.00	2.00	3.00
Blue Scarab	U	5.0	7.5	1.00
Bone Shaman	C	10	25	35
Brassclaw	C	10	25	35
Brand of Ill Omens	R	1.50	2.00	3.00
Breath of Dreams	U	5.0	1.00	1.50
Brown Shaman	C	10	25	35
Brown Duane	C	10	25	35
Brushland	R	4.00	5.00	6.00

Herosion	U	25	50	75
High Tide	C	25	50	75
Hollow Trees	R	75	100	150
Homard	C	10	20	25
Homard Shaman	R	75	100	150
Homard Spawning Bed	J	25	50	75
Homard Warrior	C	10	20	25
Hymn to Tenzoch	C	10	20	25
Icatian Infantry	C	10	20	25
Icatian Javelineers	C	10	20	25
Icatian Jueltean	R	75	100	150
Icatian Moneychanger	C	10	20	25
Icatian Phoenix	J	25	50	75
Icatian Priest	L	25	50	75
Icatian Scout	C	10	20	25
Icatian Stormshifters	R	75	100	150
Icatian Stone	R	100	200	300
Icatian Town	R	75	100	150
Impiments of Sacrifice	R	75	100	150
Initiates of the Ebon Hand	C	10	20	25
Mersenne	C	10	20	25
Minidust Thrill	C	10	20	25
Neemite	C	10	20	25
Night Soil	C	10	20	25
Ordash Captain	U	25	50	75
Ordash Ship	C	10	20	25
Ordash Warrior	C	10	20	25
Order of Leibur	C	10	20	25
Order of the Ebon Hand	C	10	20	25
Orag	R	200	300	400
Ravard Party	U	25	50	75
Rainbow Vale	R	150	250	350
Ring of Renewal	R	75	100	150
River Marfoak	R	100	200	300
Runs of Trokair	U	25	50	75
Sand Silas	R	75	100	150
Seasonger	U	25	50	75
Soul Exchange	U	25	50	75
Spout Shield	R	75	100	150
Spore Cloud	C	10	20	25
Spore Flower	L	25	50	75
Soyenunite Priest	L	25	50	75
Soyenunite Temple	U	25	50	75
Thallid	C	10	20	25
Thallid Devourer	U	25	50	75
Thelon's Chant	J	25	50	75
Thelon's Curse	R	50	75	100

Spirit Offering	C	10	25	35
Call to Arms	R	1.00	2.00	3.00
Caribou Range	R	1.50	2.50	3.50
Celestial Sword	R	1.50	2.00	3.00
Centaur Archer	U	50	75	100
Chaos Lord	R	1.50	2.00	3.00
Chaos Moon	R	1.00	2.00	3.00
Chromatic Armor	R	1.50	2.00	3.00
Chub Toad	C	10	25	35
Circle of Protection: Black	C	10	25	35
Circle of Protection: Blue	C	10	25	35
Circle of Protection: Green	C	10	25	35
Circle of Protection: Red	C	10	25	35
Circle of Protection: White	C	10	25	35
Clairvoyance	C	10	25	35
Coastal Confusion	C	10	25	35
Cold Snap	U	50	75	100
Conquer	U	50	75	100
Cooperation	C	10	25	35
Counterpoise	C	10	25	35
Crown of the Ages	R	1.50	2.50	3.50
Curse of Marti Laga	R	1.50	2.00	3.00
Dance of the Dead	U	50	75	100
Dark Banishing	C	10	25	35
Dark Ritual	C	10	25	35
Death Ward	C	10	25	35
Deflection	R	3.00	4.00	5.00
Demonic Summoning	U	75	125	200
Dioptric Scepter	R	1.50	2.50	3.50
Diabolic Vision	J	50	75	100
Dire Wolves	C	10	25	35
Disenchant	C	10	25	35
Dread Wight	R	1.00	2.00	3.00
Dreams of the Dead	U	50	75	100
Drift of the Dead	U	50	75	100
Drought	U	50	75	100
Dwarven Ammunition	R	1.50	2.50	4.00
Earth Ink	R	1.00	2.00	3.00
Earthrise ...	C	10	25	35
Elder Drow	R	1.50	2.50	3.50
Elemental Augury ...	R	1.50	2.00	3.00
Evil Bottle	R	1.50	2.50	3.50
Evil Healer	C	10	25	35
Evil Summoner	R	1.50	2.50	3.50
Energy Storm	R	1.00	2.00	3.00
Eternate	C	10	25	35
Eminent Minion	C	10	25	35
Errantry	C	10	25	35

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

WENT UP	WENT DOWN	HEAVY TRADING	NEW SE
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Price Guide

● Dream Fighter	C	10	20	30	● Hazerider Drake	U	50	75	100	● Nocturne Raid	U	50	75	100	● Shadow Guildmage	C	10	20	30	● Vitalizing Cascade	J	50	75	100
● Dwarven Miner	U	50	75	100	● Healing Save	U	10	20	30	● Null Chamber	R	250	300	400	● Shadowbane	U	50	75	100	● Volcanic Geyser	R	300	400	600
● Dwarven Nomad	C	10	20	30	● Kings of the Scale	R	200	300	400	● Pacifism	C	10	20	30	● Shadow Grave	R	200	300	400	● Waiting in the Weeds	R	150	250	350
● Early Harvest	C	150	250	350	● Horrible Hordes	U	50	75	100	● Painful Memories	U	50	75	100	● Shaper Guildmage	C	10	20	30	● Wall of Corpses	C	10	20	30
● Ebony Charm	C	10	20	30	● Igneous Golem	U	50	75	100	● Patagial Golem	U	50	75	100	● Shauku, Endbringer	R	150	250	350	● Wall of Resistance	C	10	20	30
● Elandu Cyclops	C	10	20	30	● Iliki Auction	U	200	300	400	● Paupers' Cage	R	200	300	400	● Shauku's Minion	U	50	75	100	● Wall of Roots	C	10	20	30
● Elandu Griffin	C	10	20	30	● Illumination	U	50	75	100	● Pearl Dragon	R	300	400	600	● Shimmer	R	200	300	400	● Wall of Lights	C	10	20	30
● Elixir of Vitality	U	50	75	100	● Inconerite	C	10	20	30	● Phyrexian Dreadnought	R	600	800	1000	● Sidal Jabari	R	150	250	350	● Warning Wurm	R	200	300	400
● Embervile Coliph	R	200	300	400	● Inferna Contract	R	200	300	400	● Phyrexian Punge	R	200	300	400	● Sirocco	J	50	75	100	● Wave Elemental	J	100	250	300
● Embervile Djinn	R	200	300	400	● Iron Tusk Elephant	U	50	75	100	● Phyrexian Tribute	R	150	250	350	● Skulling Ghost	C	10	20	30	● Wespung	J	100	250	300
● Energy Bolt	R	100	200	300	● Island	C	10	20	30	● Phyrexian Vault	U	50	75	100	● Sky Diamond	U	75	125	200	● Wild Elephant	C	10	20	30
● Energy Vortex	C	10	20	30	● Ivory Charm	C	10	20	30	● Phinx	C	10	20	30	● Soar	C	10	20	30	● Windranger Falcon	U	50	75	100
● Enfeeblement	C	10	20	30	● Jabari's Influence	R	150	250	350	● Political Trickery	R	200	300	400	● Soul Echo	R	150	250	350	● Withering Boon	U	50	75	100
● Enlightened Tutor	U	250	350	500	● Jalrael's Centaur	C	10	20	30	● Polymorph	R	150	250	350	● Soul Rend	U	50	75	100	● Wrathful Tutor	L	50	75	100
● Frost Gnomes	U	50	75	100	● Jolt	C	10	20	30	● Power Sink	C	10	20	30	● Soulseek	C	10	20	30	● Zubei, Golden Feather	R	300	400	500
● Ether Well	U	50	75	100	● Jungle Patrol	R	150	250	350	● Preferred Selection	R	200	300	400	● Spectra Binding	J	50	75	100					
● Etherium Champion	R	100	200	300	● Jungle Trail	U	50	75	100	● Prismatic Boon	U	50	75	100	● Spectra Guardian	R	200	300	400					
● Fallow Earth	U	50	75	100	● Jumble Warm	C	10	20	30	● Prismatic Circle	C	10	20	30	● Spirit of the Light	R	50	60	120					
● Favorable Destiny	U	50	75	100	● Kaervek's Hex	U	50	75	100	● Prismatic Lace	R	100	200	300	● Spirit of the Night	C	10	20	30					
● Fervent Archers	U	50	75	100	● Kaervek's Punge	U	50	75	100	● Psychic Transfer	R	200	300	400	● Spitting Earth	C	10	20	30					
● Fervent Healer	C	10	20	30	● Kaervek's Torch	C	10	20	30	● Purgatory	R	200	300	400	● Stalking Tiger	C	10	20	30					
● Fervent Knight	C	10	20	30	● Karoo Meerkat	U	50	75	100	● Purge of Urborg	R	10	20	30	● Stone Ram	C	10	20	30					
● Fervent Scouts	C	10	20	30	● Kuevasa Serpent	C	150	250	350	● Pyro Salamander	C	10	20	30	● Stun	U	50	75	100					
● Fervent Shadow	C	10	20	30	● Kuevasa Serpent	C	150	250	350	● Pyro Salamander	C	10	20	30	● Subterranean Spirit	R	200	300	400					
● Field Horror	C	10	20	30	● Lead Golem	U	50	75	100	● Pyro Salamander	C	10	20	30	● Sunweb	R	150	250	350					
● Final Fortune	R	150	250	500	● Leering Gargoyle	C	10	20	30	● Raging Spirit	C	10	20	30	● Swamp	C	10	20	30					
● Fire Diamond	U	75	125	200	● Lightning Reflexes	C	10	20	30	● Raging Spirit	C	10	20	30	● Tainted Specter	R	200	300	400					
● Firebreathing	C	10	20	30	● Lox's Eye Diamond	R	200	300	400	● Raging Spirit	C	10	20	30	● Teardrop Minotaur	C	10	20	30					
● Flame Elemental	U	50	75	100	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Flame	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Flash	R	200	300	400	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Flood Plain	U	50	75	100	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Floodgate	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					
● Fog	C	10	20	30	● Lure of Prey	R	150	250	350	● Raging Spirit	C	10	20	30	● Taniwha	R	200	300	400					

MAGIC

The Gathering

Price Guide

● Desolation	J	50	75	100	● Spider Climb	C	10	15	25
● Diamond Kaldeesos	R	2.00	3.00	4.00	● Spitting Drake	U	50	75	100
● Dormant Volcano	L	50	75	100	● Squandered Resources	R	2.00	3.00	4.00
● Dragon Mask	L	50	75	100	● Stomping Wildebeest	U	50	75	100
● Dream Tides	L	50	75	100	● Suleiman's Legacy	R	1.50	2.50	3.50
● Dwarfen Vigilantes	C	10	15	25	● Summer Bloom	U	50	75	100
● Elephant Grass	U	50	75	100	● Sun Glass	C	10	15	25
● Evil Lar	U	1.50	2.50	3.50	● Suq'ata Assassin	U	50	75	100
● Ethen Cache	C	10	15	25	● Suq'ata Lancer	C	10	15	25
● Emerald Charm	C	10	15	25	● Tairum Champion	C	10	15	25
● Equipose	R	1.50	2.50	3.50	● Tairum Piper	U	50	75	100
● Everglades	U	50	75	100	● Tar Pit Wurm	C	10	15	25
● Eye of Singularity	R	1.50	2.50	3.50	● Tefert's Honor Guard	U	50	75	100
● Fallen Aslan	C	10	15	25	● Tefert's Noble Box	R	2.00	3.00	4.00
● Fennert Enchantress	R	2.00	3.00	4.00	● Tefert's Razzam	R	2.00	3.00	4.00
● Fowl Instinct	C	10	15	25	● Tempus Drake	U	50	75	100
● Frostbite	C	10	15	25	● Three Wishes	R	2.00	3.00	4.00
● Firestorm Helixite	R	2.00	3.00	4.00	● Time and Tide	U	50	75	100
● Frosted Shoreline	R	1.50	2.50	3.50	● Tn-Wing Chimera	J	50	75	100
● Forbidden Road	R	1.50	2.50	3.50	● Tide	R	3.00	5.00	7.00
● Frowardow	U	50	75	100	● Tremor	C	10	15	25
● Frowardow Falcon	C	10	15	25	● Triangle of War	R	1.50	2.50	3.50
● Frowardow	C	10	15	25	● Uxatixi Orangutan	L	50	75	100
● Giant Caterpillar	C	10	15	25	● Undiscovered Paradise	R	3.00	4.00	5.00
● Goblin Recruiter	U	50	75	100	● Urdu	C	10	15	25
● Golem in Swine-Rider	C	10	15	25	● Urging Mindsucker	C	10	15	25
● Gossamer Chains	C	10	15	25	● Vampiric Tutor	R	5.00	8.00	12.00
● Griffin Canyon	R	3.00	4.00	5.00					
● Guiding Spirit	R	1.50	2.50	3.50					
● Heart Charm	C	10	15	25					
● Heat Wave	U	50	75	100					
● Helm of Awakening	U	50	75	100					
● Homophobe Passage	U	50	75	100					
● Hope Charm	C	10	15	25					
● Hurling Cyclops	J	50	75	100					
● Impulse	C	10	15	25					
● Infantry Veteran	C	10	15	25					
● Internal Harvest	C	10	15	25					
● Inspiration	C	10	15	25					
● Iron-Heart Chimeria	L	50	75	100					
● Jannurion Lion	C	10	15	25					
● Jaws Babbie	L	50	75	100					
● Jungle Basin	L	50	75	100					
● Kneever's Spite	R	2.00	3.00	4.00					
● Kuro	U	50	75	100					
● Katabatic Winds	U	1.50	2.50	3.50					
● Keeper of Asokas	C	10	15	25					
● King Chetani	C	10	15	25					
● Knight of the Mists	C	10	15	25					
● Knight of Valor	C	10	15	25					
● Kookus	R	1.50	2.50	3.50					
● Kysou Drake	L	50	75	100					
● Lead-Belly Chimera	L	50	75	100					
● Leuchthorpe	R	1.50	2.50	3.50					
● Lightning Cloud	R	1.50	2.50	3.50					
● Longbow Archer	U	75	125	200					
● Magma Mine	R	1.50	2.50	3.50					
● Man-o-War	C	10	15	25					
● Mapogi Golem	J	50	75	100					
● Miraculous Recovery	J	50	75	100					
● Mob Mentality	U	50	75	100					
● Mortal Wound	C	10	15	25					
● Mordugus	U	50	75	100					
● Mystic Veil	C	10	15	25					
● Natura Order	R	3.00	5.00	7.00					
● Necromancy	U	50	75	100					
● Necrosavant	R	1.50	2.50	3.50					
● Nekratas	J	50	75	100					
● Ogre Enforcer	R	1.50	2.50	3.50					
● Ominemancer	J	50	75	100					
● Panther Warriors	C	10	15	25					
● Parapet	C	10	15	25					
● Peace Talks	L	50	75	100					
● Phyrexian Marauder	R	3.00	4.00	5.00					
● Phyrexian Walker	C	10	15	25					
● Pile of Tombs of Alku	R	2.00	3.00	4.00					
● Prosperity	U	50	75	100					
● Pyspy Hippo	R	2.00	3.00	4.00					
● Pyro	C	10	15	25					
● Quicksand	J	50	75	100					
● Quinon Druid	R	2.00	3.00	4.00					
● Quinon Ranger	C	10	15	25					
● Ragnor Golem	C	10	15	25					
● Rainbow Erel	R	2.00	3.00	4.00					
● Relentless Assault	R	2.00	3.00	4.00					
● Remedy	C	10	15	25					
● Resistance Fighter	C	10	15	25					
● Retribution of the Meek	R	1.50	2.50	3.50					
● Righteous Aura	U	10	15	25					
● Righteous War	R	1.50	2.50	3.50					
● River Boe	C	10	15	25					
● Rock Slide	C	10	15	25					
● Rumm	R	2.00	3.00	4.00					
● Sands of Time	R	2.00	3.00	4.00					
● Scabban's Elite	U	50	75	100					
● Shimmering Elf	U	50	75	100					
● Shrieking Drake	C	10	15	25					
● Simoon	U	50	75	100					
● Sisy's Ring	C	10	15	25					
● Slave Basket	R	2.00	3.00	4.00					
● Solfasta	C	10	15	25					
● Song of Blood	C	10	15	25					

● Bloodseek Cyclops	C	10	15	25	● Onesh Setter	L	50	75	100
● Blossoming Wealth	C	10	15	25	● Ordeal Shift	R	1.50	2.50	3.50
● Bogardan Firefiend	C	10	15	25	● Peacekeeper	R	2.00	3.00	4.00
● Boiling Blood	C	10	15	25	● Pendrell Mists	R	2.50	3.50	4.50
● Bone Dancer	R	2.00	3.00	4.00	● Phantom Wings	C	10	15	25
● Bosum Strip	R	2.00	3.00	4.00	● Phantom Wurm	U	50	75	100
● Brar Shield	C	10	15	25	● Phyrexian Furnace	U	50	75	100
● Bubble Matrix	R	1.50	2.50	3.50	● Psychic Vortex	R	1.50	2.50	3.50
● Blinded Alive	U	50	100	150	● Razorooth Rats	C	10	15	25
● Call of the Wild	R	2.00	3.00	4.00	● Redwood Treefolk	C	10	15	25
● Chimney Sphere	U	50	75	100	● Releam	U	50	75	100
● Choking Vines	C	10	15	25	● Reversed Unicorn	J	50	75	100
● Cinder Giant	J	50	75	100	● Roc Hatching	J	50	75	100
● Cinder Wall	C	10	15	25	● Rogue Elephant	C	10	15	25
● Cindering Vultures	U	50	75	100	● Sage Owl	C	10	15	25
● Cloud Jinn	U	50	75	100	● Sawtooth Ogre	C	10	15	25
● Colls of the Medusa	C	10	15	25	● Scorching Ruins	R	2.00	3.00	4.00
● Cone of Flame	U	50	75	100	● Serenity	R	2.50	3.50	4.50
● Deat of Loyalty	R	2.00	3.00	4.00	● Serra's Blessing	U	50	75	100
● Dance Follage	R	2.50	3.50	4.50	● Serra's Baskwell	U	50	75	100
● Desperate Gambit	U	50	75	100	● Shadow Rider	C	10	15	25
● Divine Staff	U	50	75	100	● Shattered Crypt	C	10	15	25
● Disrupt	C	10	15	25	● Sou Shepherd	C	10	15	25
● Downstays	R	2.00	3.00	4.00	● Southern Paladin	R	2.00	3.00	4.00
● Downdraft	U	50	75	100	● Spinning Darkness	C	10	15	25
● Duscarder Falcon	C	10	15	25	● Steel Golem	U	50	75	100
● Duwaven Berserker	C	10	15	25	● Strands of Night	U	50	75	100
● Duwaven Thaumaturgist	R	1.50	2.50	3.50	● Straw Golem	U	50	75	100
● Empiric Armor	C	10	15	25	● Striped Bears	C	10	15	25
● Eltar's Familiar	R	2.00	3.00	4.00	● Sylvan Hierophant	U	50	75	100
● Fallow Wurm	U	50	75	100	● Tariff	R	2.00	3.00	4.00
● Fami Iar Ground	U	50	75	100	● Teler's Veil	U	50	75	100
● Fatal Blow	C	10	15	25	● Tendrils of Despair	C	10	15	25
● Fervor	R	2.00	3.00	4.00	● Thran Forge	U	50	75	100
● Festering Evil	U	50	75	100	● Thran Tome	R	2.00	3.00	4.00
● Fire Whip	C	10	15	25	● Thunderbolt	C	10	15	25
● Firestorm	R	2.00	3.00	4.00	● Thundermare	R	3.00	4.00	5.00
● Fit of Rage	C	10	15	25	● Timid Drake	U	50	75	100
● Flooding Djinn	C	10	15	25	● Tolanian Drake	C	10	15	25
● Flux	C	10	15	25	● Tolanian Entrancer	R	2.00	3.00	4.00
● Flux Elemental	C	10	15	25	● Tolanian Serpent	R	2.00	3.00	4.00
● Forysian Angel	U	50	75	100	● Touchstone	U	50	75	100
● Flung Elemental	R	2.50	3.50	4.50	● Tranquil Grove	R	1.50	2.50	3.50
● Gaea's Blessing	U	3.00	4.00	5.00	● Uktabi Eftreet	C	10	15	25
● Gallowbraid	R	2.00	3.00	4.00	● Uktabi Justice	R	2.00	3.00	4.00

● Droesh Settlers	C	50	75	100
● Paradigm Shift	R	1.50	2.50	3.50
● Peacekeeper	R	2.00	3.00	4.00
● Pendrill Mists	R	2.50	3.50	4.50
● Phantom Warrior	U	50	75	100
● Phantom Wings	U	10	15	25
● Phosar Furnace	R	1.50	2.50	3.50
● Psychic Vortex	R	1.50	2.50	3.50
● Raccoonhooth Rats	C	10	15	25
● Redwood Troll	C	10	15	25
● Relearn	U	50	75	100
● Reversed Unicorn	J	50	75	100
● Rock Hatching	J	50	75	100
● Rogue Elephant	C	10	15	25
● Sage Owl	C	10	15	25
● Sawtooth Ogre	C	10	15	25
● Scorched Ruins	R	2.00	3.00	4.00
● Serenity	R	2.50	3.50	4.50
● Serra's Blessing	U	50	75	100
● Serrated Bisketten	U	50	75	100
● Shadow Rider	C	10	15	25
● Shattered Crypt	C	10	15	25
● Soul Shepherd	C	10	15	25
● Southern Paladin	R	2.00	3.00	4.00
● Spinning Darkness	C	10	15	25
● Steel Golem	U	50	75	100
● Strands of Night	U	50	75	100
● Straw Golem	U	50	75	100
● Striped Bears	C	10	15	25
● Sylvan Hippogriff	U	50	75	100
● Tariff	R	2.00	3.00	4.00
● Teler's Vei	U	50	75	100
● Tendrils of Despair	C	10	15	25
● Thran Forge	U	50	75	100
● Thran Tome	R	2.00	3.00	4.00
● Thran Tower	C	10	15	25
● Thunderer	R	3.00	4.00	5.00
● Thunderstorm	C	10	15	25
● Timid Drake	U	50	75	100
● Tolerant Drake	C	10	15	25
● Tolerant Entrancer	R	2.00	3.00	4.00
● Tolerant Serpent	R	2.00	3.00	4.00
● Touchstone	U	50	75	100
● Tranquil Grove	R	1.50	2.50	3.50
● Uktabi Effete	C	10	15	25
● Urborg Justice	R	2.00	3.00	4.00
● Urborg Stalker	R	2.00	3.00	4.00
● Veteran Explorer	U	50	75	100
● Vitalize	C	10	15	25
● Wizard's Illusionist	U	50	75	100
● Volunteer Reserves	U	50	75	100
● Wave of Terror	R	2.00	3.00	4.00
● Well of Knowledge	R	2.00	3.00	4.00
● Winding Canyon	R	2.00	3.00	4.00
● Xanthic Statue	R	2.00	3.00	4.00
● Zombie Scavengers	C	10	15	25

• Turnabout	U	.50	.75	1.00
• Umbilicus	R	1.50	2.50	4.00
• Urnavor	C	.10	.15	.25
• Urnworthy Dead	C	.10	.15	.25
• Urza's Armor	C	.50	.75	1.00
• Vampire Embrace	C	.50	.75	1.00
• Veil	R	1.50	2.50	4.00
• Veil of Birds	C	.10	.15	.25
• Veiled Apprentice	U	.50	.75	1.00
• Veiled Crocodile	R	1.50	2.50	4.00
• Veiled Sentry	U	.50	.75	1.00
• Veiled Serpent	C	.10	.15	.25
• Venomous Fangs	C	.10	.15	.25
• Vengeful Boon	R	3.00	4.00	5.00
• Vengeance	C	.10	.15	.25
• Vengeance Runner	C	.10	.15	.25
• Vengeance Sandstorm	R	1.50	2.50	4.00
• Vengeance Weapon	C	.10	.15	.25
• Victim	U	.50	.75	1.00
• Vile Requiem	U	.50	.75	1.00
• Voice of Grace	U	.50	.75	1.00
• Voice of Law	U	.50	.75	1.00
• Volcanic Key	U	.50	.75	1.00
• Vulgar	U	.50	.75	1.00
• Wall of Junk	U	.50	.75	1.00
• War Dance	U	.50	.75	1.00
• Western Paladin	R	2.00	3.00	4.00
• Whetstone	R	1.50	2.50	3.50
• Whirwind	R	1.50	2.50	3.50
• Wild Dogs	C	.10	.15	.25
• Wildfire	R	1.50	2.50	3.50
• Windfall	C	.10	.15	.25
• Winding Wurm	C	.10	.15	.25
• Wirecraze	U	.50	.75	1.00
• Witch Engine	R	1.50	2.50	3.50
• Wizard Mentor	C	.10	.15	.25
• Worn Powerstone	U	.50	.75	1.00
• Worship	R	4.00	5.00	6.00
• Yavimoth's Will	U	.50	.75	1.00
• Yavimoth's Edge	R	3.00	5.00	7.00
• Zephid	R	1.50	2.50	4.00
• Zephid's Embrace	U	.50	.75	1.00

URZA'S LEGACY

WIZARDS OF THE COAST-1999

Full Set (143 cards)	115.00	130.00	140.00
Starter Box (12 decks)	80.00	90.00	100.00
Booster Pack (15 cards)	2.75	3.50	4.00
Booster Box (36 packs)	60.00	105.00	120.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.15	.25
Unlisted Foil Uncommons	1.50	2.50	5.00
Unlisted Foil Commons	1.00	1.50	2.00

The median price for unlisted rare foil cards is twice that of non-foil versions.

• About Face	C	.10	.15	.25
• Angel's Trumpet	U	.50	.75	1.00
• Angelic Curator	C	.10	.15	.25
• Anthropology	R	1.50	2.50	3.50
• Archivist	R	2.00	3.00	4.00
• Aura Flux	C	.10	.15	.25
• Avenaceous Riders	U	1.00	1.50	2.00
• Beast of Burden	R	2.00	3.00	4.00
• Blessed Reversal	R	1.50	2.50	3.50
• Blessed Toad	U	.50	.75	1.00
• Bone Shredder	U	.50	.75	1.00
• Bouncing Bees	C	.10	.15	.25
• Brink of Madness	R	1.50	2.50	3.50
• Burst of Energy	U	.50	.75	1.00
• Cessation	C	.10	.15	.25
• Cloud of Faeries	C	.10	.15	.25
• Crumple	R	2.50	3.50	4.50
• Crop Rotation	C	.10	.15	.25
• Dampening Engine	R	1.50	2.50	3.50
• Darkwatch Eyes	U	.50	.75	1.00
• Defender of Chaos	C	.10	.15	.25
• Defender of Law	C	.10	.15	.25
• Defense Gnd	R	2.00	3.00	4.00
• Defense of the Heart	R	3.00	4.00	5.00
• Deixons of Mediocrity	R	2.00	3.00	4.00
• Deranged Hermit	R	5.00	7.00	9.00
• Devout Harpist	C	.10	.15	.25
• Engaged Plague	U	.50	.75	1.00
• Erase	C	.10	.15	.25
• Evanescent	R	1.50	2.50	3.50
• Expanding Troops	C	.10	.15	.25
• Faerie Conclave	U	.50	.75	1.00
• Fleeting Mage	U	1.50	2.50	4.00
• Fog of Gnats	C	.10	.15	.25
• Forbidding Watchtower	U	.50	.75	1.00
• Frantic Search	C	.10	.15	.25
• Gang of Elks	U	.50	.75	1.00
• Geth Enchantment	U	.50	.75	1.00
• Geth Fire-Eater	U	.50	.75	1.00
• Geth Slinger	U	.50	.75	1.00
• Geth War Cry	U	.50	.75	1.00
• Geth Woodcutter	U	.50	.75	1.00
• Goblin Medicine	C	.10	.15	.25
• Goblin Weeder	R	1.50	2.50	3.50
• Granite Gnp	C	.10	.15	.25
• Grim Monolith	R	3.00	4.00	5.00
• Harmonic Convergence	U	.50	.75	1.00
• Hidden Gibbons	R	1.50	2.50	3.50
• Hope and Glory	U	.50	.75	1.00
• Impending Disaster	R	1.50	2.50	3.50
• Intervene	C	.10	.15	.25
• Iron Maiden	R	2.00	3.00	4.00
• Iron Will	C	.10	.15	.25
• Jhana's Toolbox	U	.50	.75	1.00
• Karmic Guide	R	2.00	3.00	4.00
• Knighthood	U	.50	.75	1.00
• Last-Of-Its-Kind	U	.50	.75	1.00
• Lava Ape	C	.10	.15	.25
• Levitation	U	.50	.75	1.00
• Lone Wolf	U	.50	.75	1.00
• Lurking Skurge	R	1.50	2.50	3.50
• Martyr's Cause	U	.50	.75	1.00

• Merry Jari	R	2.00	3.00	4.00
• Might of Oaks	R	3.00	4.00	5.00
• Misadventure	C	.10	.15	.25
• Molten Hydra	R	1.50	2.50	3.50
• Mother of Ruins	U	.50	.75	1.00
• Multani, Hero-Sorcerer	R	3.00	4.00	5.00
• Multani's Acolyte	C	.10	.15	.25
• Multani's Presence	C	.10	.15	.25
• No Mercy	R	2.00	3.00	4.00
• On the Verge	R	1.50	2.50	3.50
• On the Verge	R	1.50	2.50	3.50
• Opportunity	C	.10	.15	.25
• Distract	C	.10	.15	.25
• Palladium	R	3.00	4.00	5.00
• Parach	C	.10	.15	.25
• Peace and Quiet	U	.50	.75	1.00
• Phyrexian Bloodings	C	.10	.15	.25
• Phyrexian Deceiver	C	.10	.15	.25
• Phyrexian Defender	U	.50	.75	1.00
• Phyrexian Demons	C	.10	.15	.25
• Phyrexian Flagellant	R	2.00	3.00	4.00
• Phyrexian Reclamation	U	.50	.75	1.00
• Plague Beetle	C	.10	.15	.25
• Planar Collapse	R	1.50	2.50	3.50
• Purify	R	1.50	2.50	3.50
• Pygmy Pyrasaur	C	.10	.15	.25
• Pyramancy	R	1.50	2.50	3.50
• Quicksilver Amulet	R	3.00	4.00	5.00
• Rack and Run	U	.50	.75	1.00
• Radiant Archangel	R	4.00	5.00	7.00
• Radiant's Dragons	U	.50	.75	1.00
• Radiant's Judgment	C	.10	.15	.25
• Rancor	C	.10	.15	.25
• Rank and File	U	.50	.75	1.00
• Raven Familiar	U	.50	.75	1.00
• Rebuild	U	.50	.75	1.00
• Repopulate	C	.10	.15	.25
• Ring of Gix	R	2.00	3.00	4.00
• Rivary	R	1.50	2.50	3.50
• Scrapheap	R	1.50	2.50	3.50
• Second Chance	R	2.00	3.00	4.00
• Shivan Phoenix	R	2.00	3.00	4.00
• Sick and Tired	C	.10	.15	.25
• Silk Net	C	.10	.15	.25
• Simian Grunts	C	.10	.15	.25
• Sleepers' Gaze	C	.10	.15	.25
• Slow Motion	C	.10	.15	.25
• Sluggishness	C	.10	.15	.25
• Snag	U	.50	.75	1.00
• Spawning Pool	U	.50	.75	1.00
• Subversion	R	2.00	3.00	4.00
• Sustainer of the Realm	U	.50	.75	1.00
• Sweet	C	.10	.15	.25
• Tethered Skurge	C	.10	.15	.25
• Thornwood Faeries	C	.10	.15	.25
• Thran Lens	R	2.00	3.00	4.00
• Thran War Machine	U	.50	.75	1.00
• Thran Weaponry	R	1.50	2.50	3.50
• Ticking Gnomes	U	.50	.75	1.00
• Tinker	J	.75	1.25	2.00
• Tragic Poet	C	.10	.15	.25
• Treacherous Link	U	.50	.75	1.00
• Treefolk Mystic	C	.10	.15	.25
• Treetop Village	U	1.50	2.00	2.50
• Unearth	C	.10	.15	.25
• Urza's Blueprints	R	2.00	3.00	4.00
• Wash no Bay	C	.10	.15	.25
• Washno Cutthroat	C	.10	.15	.25
• Washno Heretic	C	.10	.15	.25
• Washno Sandscout	C	.10	.15	.25
• Vigilant Drake	C	.10	.15	.25
• Wa king Sponge	J	.50	.75	1.00
• Weathered Elf	C	.10	.15	.25
• Weathered Faeries	C	.10	.15	.25
• Weathered Treefolk	R	2.00	3.00	4.00
• Wheel of Fortune	R	1.50	2.50	3.50
• Wing Snare	U	.50	.75	1.00
• Yavimaya Grenger	C	.10	.15	.25
• Yavimaya Scout	C	.10	.15	.25
• Yavimaya Wurm	C	.10	.15	.25

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (150 cards)	115.00	125.00	135.00
Starter Box (12 decks)	80.00	90.00	100.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	85.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.15	.25
Unlisted Foil Uncommons	1.50	2.50	5.00
Unlisted Foil Commons	1.00	1.50	2.00

The median price for unlisted rare foil cards is twice that of non-foil versions.

• Academy Rectar	R	2.50	3.50	5.00
• Ether Sing	U	.50	.75	1.00
• Ancient Silverback	R	2.50	3.50	5.00
• Apprentice Necromancer	R	1.50	2.50	3.50
• Archery Training	C	.50	.75	1.00
• Attrition	R	1.50	2.50	4.00
• Aura Thief	R	2.00	3.00	4.00
• Blazing Elemental	R	2.00	3.00	4.00
• Bloodshot Cyclops	R	1.50	2.50	3.50
• Body Snatcher	U	.50	.75	1.00
• Broadwood Cup	U	.50	.75	1.00
• Broadwood Sextant	U	.50	.75	1.00
• Brass Secretary	U	.50	.75	1.00
• Brine Seer	U	.50	.75	1.00
• Bubbling Bees	C	.10	.15	.25
• Bubbling Wurm	C	.10	.15	.25
• Caltrop	U	.50	.75	1.00
• Capashen Knight	C	.10	.15	.25
• Capashen Stepper	C	.10	.15	.25
• Capashen Tempcar	C	.10	.15	.25
• Carniva of Souls	R	1.00	2.00	3.00
• Chime of Night	C	.10	.15	.25
• Cinder Seer	U	.50	.75	1.00
• Colos Yearling	C	.10	.15	.25
• Compost	J	.50	.75	1.00
• Corevotus Dragon	R	2.50	3.50	4.50

• Disappear	U	.50	.75	1.00
• Disease Carriers	C	.10	.15	.25
• Donate	R	3.00	4.00	5.00
• Dying Wail	C	.10	.15	.25
• Ensh Lookout	C	.10	.15	.25
• Ensh Piper	R	6.00	8.00	10.00
• Emperor Crocodile	R	2.00	3.00	4.50
• Enroch	U	.50	.75	1.00
• Enroch	U	.50	.75	1.00
• Extruder	U	.50	.75	1.00
• False Prophet	R	2.00	3.00	4.00
• Fatigue	C	.10	.15	.25
• Fast Off	C	.10	.15	.25
• Fastening Wound	U	.50	.75	1.00
• Field Surgeon	C	.10	.15	.25
• Flame Jet	C	.10	.15	.25
• Fleeting Dispary	C	.10	.15	.25
• Flicker	R	1.50	2.50	4.00
• Fodder Cannon	U	.50	.75	1.00
• Golemkeeper	U	.50	.75	1.00
• Golem Berserker	U	.50	.75	1.00
• Golem Festival	R	1.50	2.50	3.50
• Golem Gardener	C	.10	.15	.25
• Golem Marshal	R	2.00	3.00	4.00
• Golem Masons	C	.10	.15	.25
• Golem Warlord	C	.10	.15	.25
• Golem Warden	C	.10	.15	.25
• Golem Ogre	C	.10	.15	.25
• Hunting Moo	U	.50	.75	1.00
• Ill-named Wings	C	.10	.15	.25
• Impatience	R	1.00	2.00	3.00
• Incendary	U	.50	.75	1.00
• Incendary Drake	U	.50	.75	1.00
• Ivy Seer	U	.50	.75	1.00
• Jasmine Seer	U	.50	.75	1.00
• Junk Diver	R	1.50	2.50	3.50
• Keldon Champion	U	.50	.75	1.00
• Keldon Vandal	C	.10	.15	.25
• Kinslayer	C	.10	.15	.25
• Landslide	U	.50	.75	1.00
• Lurking Jackals	U	.50	.75	1.00
• Magnify	C	.10	.15	.25
• Mantle Engine	U	.50	.75	1.00
• Mark of Fury	C	.10	.15	.25
• Marker Beetles	C	.10	.15	.25

MERCADIAN MASQUES

WIZARDS OF THE COAST-1999

MAGIC

The Gathering

Price Guide

Levi Runner	R	2.00	3.00	4.00
Ley Line	U	.50	.75	1.00
Lullaby	R	1.00	2.00	3.00
Lightning Hounds	C	.10	.15	.25
Lightning Phoenix	R	1.00	2.00	3.50
Lightning Sistr	U	.50	.75	1.00
Ling	C	.10	.15	.25
Luna	U	.50	.75	1.00
Maggot Therapy	C	.10	.15	.25
Magistrate's Scepter	R	2.50	3.50	5.00
Magistrate's Veto	U	.50	.75	1.00
Magisterium	R	1.50	2.50	4.00
Mercadia's Downdial	U	.50	.75	1.00
Mercadian Atlas	R	1.50	2.50	3.50
Mercadian Bazaar	U	.50	.75	1.00
Mercadian Lift	R	1.00	2.00	3.00
Midnight Ritual	R	1.00	2.00	3.00
Misdirection	R	3.00	4.00	6.00
Mishapen Field	C	.10	.15	.25
Miststep	C	.10	.15	.25
Molting Hour	U	.50	.75	1.00
Moment of Silence	C	.10	.15	.25
Monkey Cage	R	1.50	2.50	3.50
Monklike Wake	U	.50	.75	1.00
Mountain	C	.05	.10	.15
Muzzle	C	.10	.15	.25
Natural Affinity	R	1.50	2.50	4.00
Never Spirit	R	3.00	4.00	6.00
Nightwind Glider	C	.10	.15	.25
Noible Purpose	U	.50	.75	1.00
Notorious Assassin	R	1.50	2.50	4.00
Ogre Taskmaster	U	.50	.75	1.00
Omni's Cure	U	.50	.75	1.00
Overtake	R	1.50	2.50	4.00
Panacea	U	.50	.75	1.00
Pangosaur	R	1.00	2.00	3.00
Peat Bog	C	.10	.15	.25
Pious Warner	C	.10	.15	.25
Pions	C	.05	.10	.15
Port Inspector	C	.10	.15	.25
Power Matrix	R	3.00	4.00	5.00
Pretender's Claim	U	.50	.75	1.00
Primal Shaman	U	.50	.75	1.00
Puffer Extract	U	.50	.75	1.00
Puritize	R	1.00	2.00	3.50
Puppet's Verdict	R	1.00	2.00	3.00
Purification	U	.50	.75	1.00
Quagmire Lamprey	U	.50	.75	1.00
Ram of Tears	U	.50	.75	1.00
Ramadan Captain	U	.50	.75	1.00
Ramadan Commander	U	.50	.75	1.00
Ramadan Leventant	C	.10	.15	.25
Ramadan Rally	C	.10	.15	.25
Ramadan Sergeant	C	.10	.15	.25
Ramadan Sky Marshal	R	2.50	3.50	4.50
Rampart Crawler	C	.10	.15	.25
Rapelling Scouts	R	1.50	2.50	4.00
Remote Farm	C	.10	.15	.25
Renounce	U	.50	.75	1.00
Revered Elder	C	.10	.15	.25
Reverent Mantra	R	3.00	4.00	5.00
Revoke	U	.50	.75	1.00
Righteous Aura	U	.50	.75	1.00
Righteous Indignation	U	.50	.75	1.00
Rishadan Archip	C	.10	.15	.25
Rishadan Brigand	R	1.50	2.50	3.50
Rishadan Cutpurse	C	.10	.15	.25
Rishadan Footpad	U	.50	.75	1.00
Rishadan Pawnshop	U	1.50	2.50	4.00
Rishadan Port	R	5.00	7.00	8.00
Robber Fly	U	.50	.75	1.00
Road Badger	U	.50	.75	1.00
Rouse	C	.10	.15	.25
Rushwood Dryad	C	.10	.15	.25
Rushwood Elemental	R	3.00	4.00	6.00
Rushwood Grove	U	.50	.75	1.00
Rushwood Herbalist	C	.10	.15	.25
Rushwood Legate	U	.50	.75	1.00
Saber Ants	U	.50	.75	1.00
Sacred Prey	C	.10	.15	.25
Sei Imonger	U	.50	.75	1.00
Sand Squad	R	1.00	2.00	3.00
Sandstone Needle	C	.10	.15	.25
Saprazzan Bailiff	R	1.00	2.00	3.00
Saprazzan Breaker	U	.50	.75	1.00
Saprazzan Cave	U	.50	.75	1.00
Saprazzan Healer	R	1.50	2.50	4.00
Saprazzan Legate	U	.50	.75	1.00
Saprazzan Outdigger	C	.10	.15	.25
Saprazzan Reader	C	.10	.15	.25
Saprazzan Skerry	C	.10	.15	.25
Sandstorm	U	.50	.75	1.00
Scoundrel	R	1.00	2.00	3.00
Seismic Mage	R	2.00	3.00	4.50
Sever Soul	C	.10	.15	.25
Shock Troops	U	.50	.75	1.00
Silent Assassin	R	1.50	2.50	4.00
Shiverblade Elemental	C	.10	.15	.25
Shiverblade Pathfinder	C	.10	.15	.25
Sizzle	C	.10	.15	.25
Skulking Fugitive	C	.10	.15	.25
Skin of Ramos	R	1.50	2.50	4.00

Starter Box (12 decks) 80.00 90.00 100.00
 Booster Pack (15 cards) 2.50 3.00 3.50
 Booster Box (36 packs) 80.00 90.00 100.00
 Unlisted Uncommons 50 75 100
 Unlisted Commons 10 15 25
 Unlisted Foil Uncommons 150 250 500
 Unlisted Foil Commons 100 150 200

The median price for unlisted rare foil cards is twice that of non-foil versions.

Accumulated Knowledge	C	.10	.15	.25
Aether Barrier	R	2.00	3.00	4.00
Air Bladder	C	.10	.15	.25
Ancient Hydra	U	.50	.75	1.00
Angelic Favor	U	.50	.75	1.00
Animate Land	U	.50	.75	1.00
Arc Mage	U	.50	.75	1.00
Ascendant Evincar	R	3.00	4.00	5.00
Avenger-en-Dal	R	1.50	2.50	4.00
Battlefield Percher	U	.50	.75	1.00
Belbe's Armor	U	.50	.75	1.00
Belbe's Percher	C	.10	.15	.25
Belbe's Portal	R	1.50	2.50	4.00
Blaststorm	C	.10	.15	.25
Blinding Angel	R	3.00	4.00	6.00
Boia Warner	C	.10	.15	.25
Carroll Wall	U	.50	.75	1.00
Chieftain-en-Dal	U	.50	.75	1.00
Cloakstealer	C	.10	.15	.25
Coiling Woodworm	U	.50	.75	1.00
Complex Automaton	R	1.00	2.00	3.50
Dark Triumph	U	.50	.75	1.00
Daze	C	.10	.15	.25
Death Pit Offering	R	1.50	2.50	4.00
Defender-en-Vec	C	.10	.15	.25
Defiant Falcon	C	.10	.15	.25
Defiant Vanguard	L	.50	.75	1.00
Downing Witch	R	2.00	3.00	4.00
Dominate	U	.50	.75	1.00
Downhill Charge	C	.10	.15	.25
Ensnare	U	.50	.75	1.00
Eye of Newmuth	R	1.50	2.50	4.00
Farabac, Devotion	C	.10	.15	.25
Flame Rift	C	.10	.15	.25
Flint Golem	U	.50	.75	1.00

Parallax Dementia	C	.10	.15	.25
Parallax Inhibitor	R	1.50	2.50	3.50
Parallax Nexus	R	1.00	2.00	3.00
Parallax Tide	R	1.50	2.50	3.50
Parallax Wave	R	2.00	3.00	4.00
Physician Driver	C	.10	.15	.25
Physician Prowler	U	.50	.75	1.00
Plague Witch	C	.10	.15	.25
Predator Flagship	R	3.00	4.00	5.50
Rackling	J	.50	.75	1.00
Rath's Edge	R	1.00	2.00	3.00
Rath Assassin	R	1.50	2.50	3.50
Rath-Fiend	L	.50	.75	1.00
Rath Intimidator	C	.10	.15	.25
Refresh Rain	U	.50	.75	1.00
Rejuvenation Chamber	U	.50	.75	1.00
Reverent Silence	C	.10	.15	.25
Rhox	R	2.00	3.00	5.00
Rising Waters	R	1.50	2.50	4.00
Rootwater Commando	C	.10	.15	.25
Rootwater Thief	R	3.00	4.00	6.00
Rupture	U	.50	.75	1.00
Rusting Golem	J	.50	.75	1.00
Saproling Burst	R	3.00	4.00	6.00
Saproling Cluster	R	1.00	2.00	3.00
Seahunter	R	1.00	2.00	3.00
Sea of Cleansing	C	.10	.15	.25
Sea of Doom	C	.10	.15	.25
Sea of Fire	C	.10	.15	.25
Sea of Removal	C	.10	.15	.25
Sea of Strength	C	.10	.15	.25
Shenkuu Wogg	R	1.50	2.50	3.50
Silkenstitch Fighter	C	.10	.15	.25
Silkenstitch Order	J	.50	.75	1.00
Sin's Ruse	U	.50	.75	1.00
Sin's Valor	U	1.00	2.00	3.00
Skyshroud Behemoth	R	1.00	2.00	3.00
Skyshroud Claim	C	.10	.15	.25
Skyshroud Cutter	C	.10	.15	.25
Skyshroud Poachers	R	1.00	2.00	4.00
Skyshroud Ridgeback	C	.10	.15	.25
Skyshroud Sentinel	C	.10	.15	.25
Snapide Serpent	R	1.00	2.00	3.00
Sneaky Hamunopus	C	.10	.15	.25
So Messy Thug	C	.10	.15	.25
Spiritual Asylum	R	1.50	2.50	3.50
Spiritual Bully	C	.10	.15	.25
Stampede Driver	J	.50	.75	1.00
Stampede Hound	L	.50	.75	1.00
Stampede Biologist	L	.50	.75	1.00
Stronghold Dismay	C	.10	.15	.25
Stronghold Gambit	R	2.00	3.00	4.00
Stronghold Machinist	U	.50	.75	1.00
Stronghold Zeppelin	U	.50	.75	1.00
Submerge	U	.50	.75	1.00
Tangle Wire	R	2.00	3.00	4.00
Terran Generator	U	.50	.75	1.00
Topple	C	.10	.15	.25
Treepost Bracers	C	.10	.15	.25
Trickster Mage	C	.10	.15	.25
Wicked Hunger	C	.10	.15	.25
Wielding	U	.50	.75	1.00
Voice of Truth	U	.50	.75	1.00
Volkrath the Fallen	R	3.00	4.00	5.00
Wandering Eye	C	.10	.15	.25
Wild Mammoth	U	.50	.75	1.00
Woodcreeper	U	.50	.75	1.00

Fickle Fleet	R	1.50	2.50	4.00
Flameshot	J	.50	.75	1.00
Fay	C	.10	.15	.25
Flowering Field	L	.50	.75	1.00
Fal	U	.50	.75	1.00
Forgotten Harvest	R	1.00	2.00	3.50
G. Herring Linn	U	.50	.75	1.00
Guttering Lynx	C	.10	.15	.25
Greel Mind Raker	R	2.00	3.00	4.00
Greel's Carass	C	.10	.15	.25
Guilt Squad	C	.10	.15	.25
Hazy Homingpuls	C	.10	.15	.25
Heightened Awareness	R	1.00	2.00	3.50
Hollow Warrior	L	.50	.75	1.00
Infernal Genesis	R	1.00	2.00	3.50
Inflame	C	.10	.15	.25
Jeweled Spirit	R	1.50	2.50	4.00
Jorral, Empress of Beasts	R	2.00	3.00	4.00
Jorral's Favor	C	.10	.15	.25
Keldon Ansonist	U	.50	.75	1.00
Keldon Battlewagon	R	1.00	2.00	3.00
Keldon Berserker	C	.10	.15	.25
Keldon Firebombers	R	1.50	2.50	3.50
Latula, Keldon Overseer	R	2.00	3.00	4.00
Latula's Orders	C	.10	.15	.25
Lesser Gargadon	L	.50	.75	1.00
Lovely Terrain	L	.50	.75	1.00
Mageta the Lion	R	2.00	3.00	4.00
Mageta's Boon	C	.10	.15	.25
Mana Vapors	U	.50	.75	1.00
Marsh Boa	C	.10	.15	.25
Mercenary Informer	R	1.50	2.50	3.50
Mine Bearer	C	.10	.15	.25
Mirror Strike	J	.50	.75	1.00
Mungha Wurm	R	1.50	2.50	3.50
Nakaya Shade	L	.50	.75	1.00
Naxos Field	L	.50	.75	1.00
Outbreak	U	.50	.75	1.00
Overburden	R	2.00	3.00	4.00
Panic Attack	C	.10	.15	.25
Pit Raptor	U	.50	.75	1.00
Plague Wind	C	.10	.15	.25
Psychic Theft	R	1.00	2.00	3.50
Pyrrhic Razorback	C	.10	.15	.25
Quackshot Wall	U	.50	.75	1.00
Rebel Informer	R	1.50	2.50	3.50
Rethrix	C	.10	.15	.25
Reverie Squad	L	.50	.75	1.00
Rhystic Cave	L	.50	.75	1.00
Rhystic Circle	C	.10	.15	.25
Rhystic Deuce	C	.10	.15	.25
Rhystic Lightning	C	.10	.15	.25
Rhystic Scrying	U	.50	.75	1.00
Rhystic Shield	C	.10	.15	.25
Rhystic Study	C	.10	.15	.25
Rhystic Syphon	J	.50	.75	1.00
Rhystic Tutor	R	1.50	2.50	3.50
Rib Cage Spider	C	.10	.15	.25
Ribbon Snake	C	.10	.15	.25
Ridgevine Rager	C	.10	.15	.25
Road Cage	U	.50	.75	1.00
Sam to Sanctuary	R	1.00	2.00	3.50
Scout Cat	U	.50	.75	1.00
Search for Survivors	R	1.00	2.00	4.00
Seering Wind	R	1.00	2.00	3.00
Shellevin, Prayers	R	1.00	2.00	4.00
Shed Dancer	U	.50	.75	1.00
Shrouded Serpent	R	1.00	2.00	3.00
Silt Crawler	C	.10	.15	.25
Snap	J	.50	.75	1.00
Sou Chamer	C	.10	.15	.25
Soul Stings	C	.10	.15	.25
Soulbeats	C	.10	.15	.25
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Aborb	R	7.00	11.00	14.00	● Crypt Angel	R	2.00	3.00	4.00	● Jade Leech	R	1.00	2.00	3.00	● Planar Portal	R	2.50	3.50	4.50	● Shivan Emmissary	U	5.0	7.5	1.00
● Adle	L	5.0	7.5	1.00	● Crystal Spray	R	1.50	2.50	3.50	● Jutu Stakes	R	1.50	2.50	3.50	● Pledge of Loyalty	J	5.0	7.5	1.00	● Shivan Harvest	U	5.0	7.5	1.00
● Aether Rift	R	2.00	3.00	4.00	● Cursed Flesh	C	1.0	1.5	2.5	● Kangee, Aerie Keeper	R	1.50	2.50	3.50	● Pouncing Kavu	C	1.0	1.5	2.5	● Shivan Oass	L	7.5	1.25	2.00
● Aggressive Urge	C	1.0	1.5	2.5	● Dangaz's Igniter	R	3.00	4.00	7.00	● Kavu Aggressor	C	1.0	1.5	2.5	● Power Armor	J	5.0	7.5	1.00	● Shivan Zombie	C	1.0	1.5	2.5
● Agonizing Demise	C	1.0	1.5	2.5	● Death of the Igniter	R	1.50	2.50	4.00	● Kavu Chamberlain	C	1.0	1.5	2.5	● Prime Barbed	C	1.0	1.5	2.5	● Shoreline Rander	C	1.0	1.5	2.5
● Alabaster Leech	R	1.50	2.50	3.50	● Defiling Tears	R	1.50	2.50	4.00	● Kavu Climber	C	1.0	1.5	2.5	● Probe	C	1.0	1.5	2.5	● Simon	J	5.0	7.5	1.00
● Alloy Golem	U	5.0	7.5	1.00	● Desperate Research	R	1.50	2.50	3.50	● Kavu Lair	R	1.00	2.00	3.00	● Prohibit	C	1.0	1.5	2.5	● Skizox	R	4.00	6.00	8.00
● Ancient Kavu	C	1.0	1.5	2.5	● Deserving Strassus	R	3.00	4.00	5.00	● Kavu Monarch	R	2.00	3.00	4.00	● Protective Sphere	C	1.00	2.00	3.00	● Sky Weaver	J	5.0	7.5	1.00
● Ancient Spring	C	1.0	1.5	2.5	● Disorient	C	1.0	1.5	2.5	● Kavu Scout	C	1.0	1.5	2.5	● Race of Llanowar	C	1.00	2.00	3.00	● Sleeper's Robe	J	5.0	7.5	1.00
● Androlite Leech	R	1.50	2.50	3.50	● Dismantling Blow	C	1.0	1.5	2.5	● Kavu Titan	R	3.00	4.00	5.00	● Rage Reflection	R	1.50	2.50	3.50	● Slippy Kavu	C	1.0	1.5	2.5
● Angel of Mercy	U	5.0	7.5	1.00	● Disorient	C	1.0	1.5	2.5	● Kolden Necropolis	R	1.00	2.00	3.00	● Raze Zombie	R	2.00	3.00	4.00	● Sinking Serpent	U	5.0	7.5	1.00
● Anguish Shield	U	5.0	7.5	1.00	● Disturbing Wake	R	1.50	2.50	4.00	● Lberate	C	1.0	1.5	2.5	● Raging Kavu	R	2.00	3.00	4.00	● Smoldering Tar	U	5.0	7.5	1.00
● Annihilate	U	5.0	7.5	1.00	● Divine Presence	R	1.00	2.00	3.00	● Light on Dart	C	1.0	1.5	2.5	● Rainy Crow	R	2.00	3.00	4.00	● Soul Burn	C	1.0	1.5	2.5
● Archaeologist Dig	U	5.0	7.5	1.00	● Do or Die	R	1.50	2.50	3.50	● Llanowar Cavalry	C	1.0	1.5	2.5	● Rampant Elephant	C	1.0	1.5	2.5	● Sparring Golem	U	5.0	7.5	1.00
● Ancient Soldier	C	1.0	1.5	2.5	● Drake-Shell Cameo	J	5.0	7.5	1.00	● Llanowar Elite	C	1.0	1.5	2.5	● Ravens Rats	C	1.0	1.5	2.5	● Spinal Embrace	R	1.50	2.50	4.00
● Armadillo Creak	C	1.0	1.5	2.5	● Dream Thrush	C	1.0	1.5	2.5	● Llanowar Knight	C	1.0	1.5	2.5	● Reckless Assault	R	1.00	2.00	3.00	● Spirit of Resistance	R	1.50	2.50	4.00
● Armored Guardian	R	1.50	2.50	3.50	● Dredge	U	5.0	7.5	1.00	● Llanowar Vanguard	C	1.0	1.5	2.5	● Reckless Spite	U	5.0	7.5	1.00	● Spit Weaver	U	5.0	7.5	1.00
● Assault Mutation	R	1.50	2.50	3.50	● Dromar, the Bonisher	R	3.00	4.00	6.00	● Loading Gant	R	1.00	2.00	3.00	● Reco	C	1.0	1.5	2.5	● Spiteful Malice	L	5.0	7.5	1.00
● Assault Battery	U	5.0	7.5	1.00	● Dromar's Attendant	U	5.0	7.5	1.00	● Lotus Guardian	R	1.50	2.50	3.50	● Recover	C	1.0	1.5	2.5	● Spreading Plague	R	1.50	2.50	4.00
● Ataya, Samite Master	R	1.50	2.50	3.50	● Drolling Grounds	U	5.0	7.5	1.00	● Magic Contest	R	1.50	2.50	3.50	● Reuse	C	1.0	1.5	2.5	● Stalking Assassin	R	1.50	2.50	4.00
● Aura Mutation	R	1.50	2.50	3.50	● Drolling Grounds	U	5.0	7.5	1.00	● Mana Maze	R	1.00	2.00	3.00	● Restock	R	1.50	2.50	4.00	● Stand of Fall	R	1.50	2.50	4.00
● Aura Shards	L	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Restrain	C	1.0	1.5	2.5	● Standstill	U	5.0	7.5	1.00
● Bloodbath	R	1.50	2.50	3.50	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Reviving Dase	C	1.0	1.5	2.5	● Sterling Grove	U	5.0	7.5	1.00
● Borne's Spite	R	1.50	2.50	3.50	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Reviving Vapors	L	5.0	7.5	1.00	● Stormscape Apprentice	C	1.0	1.5	2.5
● Borne's Urmakog	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Rewards of Diversity	L	5.0	7.5	1.00	● Stormscape Master	R	1.50	2.50	4.00
● Benish Emmissary	J	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Benish Herald	U	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Benish Lancer	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Benish Trapper	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Bend or Break	R	1.00	2.00	3.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Bind	R	1.50	2.50	3.50	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Blazing Specter	R	3.00	4.00	5.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Blind Seer	R	1.50	2.50	3.50	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Blinding Light	L	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Bloodstone Cameo	U	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Buried MongOOSE	R	3.00	4.00	5.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Bug nitate	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Breaking Wave	R	1.00	2.00	3.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Breath of Dangaz	J	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Callous Giant	R	1.50	2.50	3.50	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Canopy Surge	J	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Capashen Lincom	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Captain Sisay	R	2.00	3.00	4.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Cauldron Dance	U	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Chaotic Strike	U	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Charging Troll	U	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Chromatic Sphere	U	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Cinder Shade	U	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Coast on Victory	R	2.00	3.00	4.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Coats of Arms	U	1.00	2.00	3.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Collapsing Borders	R	1.00	2.00	3.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Conclusive Restraint	R	2.00	3.00	4.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	L	5.0	7.5	1.00	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0	1.5	2.5	● Drolling Grounds	U	5.0	7.5	1.00	● Manacal Rage	C	1.0	1.5	2.5	● Raze Dawnbringer	R	4.00	6.00	8.00	● Swamp	C	0.5	1.0	1.5
● Consume	C	1.0																						

• Firebolt	C	10	15	25	• Rotting Giant	U	50	75	1.00	• Camion Wurm	J	50	75	1.00	• Radiate	R	2.00	3.00	4.00	• Forcemage Advocate	L	50	75	1.00
• Flame Burst	C	10	15	25	• Sacred Rites	C	10	15	25	• Centaur Chieftan	U	50	75	1.00	• Rancid Earth	C	10	15	25	• Funeral Pyre	C	10	15	25
• Fledgling Imp	C	10	15	25	• Sadistic Hypnotist	U	50	1.00	1.50	• Centaur Veteran	C	10	15	25	• Reborn Hero	R	2.00	3.00	4.00	• Genesis	R	5.00	7.00	9.00
• Frenzied Ogre	U	50	75	1.00	• Sandstone Deadfall	U	50	75	1.00	• Cephalid Aristocrat	C	10	15	25	• Restless Dreams	C	10	15	25	• Giant Warthog	C	10	15	25
• Galleon	C	10	15	25	• Saratoga	U	50	75	1.00	• Cephalid Illusionist	U	50	75	1.00	• Retraced Image	R	1.50	2.50	3.50	• Golem	R	3.00	4.00	6.00
• Gargantuan	J	50	75	1.00	• Savage Firecat	R	1.50	2.50	3.50	• Cephalid Sage	U	50	75	1.00	• Sengir Vampire	R	3.00	4.00	5.00	• Golden Wain	R	3.00	4.00	5.00
• Ghostly Demise	C	10	15	25	• Scorching Missile	C	10	15	25	• Cephalid Snitch	C	10	15	25	• Seton's Scout	U	50	75	1.00	• Lovers' Feast	C	10	15	25
• Gonic Titan	U	50	75	1.00	• Screams of the Damned	U	50	75	1.00	• Cephalid Vandal	R	1.00	2.00	3.00	• Shade's Form	C	10	15	25	• Grog Consequences	U	50	75	1.00
• Gravitic Antelope	R	1.00	2.00	3.00	• Scrivener	C	10	15	25	• Champion Dementia Master	C	1.00	2.00	3.00	• Shambaling Swarm	R	3.00	4.00	5.00	• Grip of Amnesia	C	10	15	25
• Gravedigger	C	10	15	25	• Seahorse Debris	C	10	15	25	• Chamer's Edict	J	50	75	1.00	• Sickening Dreams	U	50	75	1.00	• Grizzly Fate	L	50	75	1.00
• Gravestorm	R	3.00	4.00	5.00	• Second Thoughts	C	10	15	25	• Churning Eddy	C	10	15	25	• Skullscorch	R	3.00	4.00	5.00	• Guided Strike	C	10	15	25
• Ground Seal	R	1.00	2.00	3.00	• Seize the Day	R	1.50	2.50	3.50	• Circular Logic	U	50	75	1.00	• Skywing Aven	C	10	15	25	• Haunted Reservoir	C	10	15	25
• Halberter	C	10	15	25	• Seton's Kresan Protector	R	1.00	2.00	3.00	• Cleansing Meditation	U	1.00	2.00	3.00	• Silithy Stalker	U	50	75	1.00	• Haunted Druid	C	10	15	25
• Hallowed Healer	C	10	15	25	• Seton's Desire	C	10	15	25	• Compulsion	U	50	75	1.00	• Sonic Seizure	C	10	15	25	• Hunting Grounds	R	4.00	6.00	8.00
• Haunting Echoes	R	6.00	9.00	12.00	• Shadowloved Egg	U	50	75	1.00	• Coral Net	C	10	15	25	• Soul Seizure	C	10	15	25	• Inevitable Rage	U	50	75	1.00
• Haze of Insanity	R	1.00	2.00	3.00	• Shadowloved Idol	R	2.00	3.00	4.00	• Cracking Club	C	10	15	25	• Spirit Flare	U	50	75	1.00	• Inevitable Rage	C	10	15	25
• Hazy Wisdom	R	2.00	3.00	4.00	• Shadowmage Nihilator	R	13.00	17.00	22.00	• Crazy Feast	U	50	75	1.00	• Stern Judge	U	50	75	1.00	• Jassia's Warrior Adept	R	2.00	3.00	4.00
• Howling Gale	U	50	75	1.00	• Shelter	C	10	15	25	• Crushing Fatigue	U	50	75	1.00	• Strength of Isolation	L	50	75	1.00	• Keep Afloat	C	10	15	25
• Impaling Ink	C	10	15	25	• Shifty Doppelganger	R	1.50	2.50	3.50	• Dawn of the Dead	R	1.50	2.50	3.50	• Strength of Lunacy	L	50	75	1.00	• Kresan Redemption	U	50	75	1.00
• Impulsive Maneuvers	R	1.00	2.00	3.00	• Shower of Coals	U	50	75	1.00	• Deep Analysis	R	2.00	3.00	4.00	• Supeyung Touch	L	1.00	1.50	2.00	• Kresan Verge	L	50	75	1.00
• Infected Vermin	U	50	75	1.00	• Simplify	C	10	15	25	• Diver on the Past	C	10	15	25	• Tainted Isle	U	50	1.00	1.50	• Kresan Wayfarer	C	10	15	25
• Innocent Blood	C	10	15	25	• Skeletal Scrying	U	50	75	1.00	• Enslaved Dwarf	U	50	75	1.00	• Tainted Peak	U	50	1.00	1.50	• Languish's Disdain	U	50	75	1.00
• Innocent Angel	R	6.00	8.00	10.00	• Skull Fracture	U	50	75	1.00	• Faceless Butler	C	10	15	25	• Tainted Wood	J	1.00	1.50	2.00	• Lava Dart	C	10	15	25
• Ivy Elemental	R	1.50	2.50	3.50	• Skyside Egg	U	50	75	1.00	• False Memories	R	1.50	2.50	3.50	• Temporary Insanity	U	50	75	1.00	• Lead Astray	C	10	15	25
• Junk Golem	R	1.00	2.00	3.00	• Skyside Expanses	R	2.00	3.00	4.00	• Far Wanderings	C	10	15	25	• Tenth's Faithful	C	10	15	25	• Liberated Dwarf	C	10	15	25
• Kamah, Pit Fighter	R	3.00	4.00	6.00	• Skyside	U	50	75	1.00	• Fiery Temper	U	50	75	1.00	• Tenth's Vanguard	U	50	75	1.00	• Lightning Surge	R	2.00	3.00	4.00
• Kamah's Desire	C	10	15	25	• Soulcatcher	U	50	75	1.00	• Flash of Deliance	C	10	15	25	• Transcendence	R	1.50	2.50	3.50	• Lending Wish	U	50	75	1.00
• Karmic Justice	R	1.50	2.50	3.50	• Spark Mage	R	3.00	5.00	7.00	• Floating Shield	C	10	15	25	• Turbulent Dreams	R	1.00	2.00	3.00	• Lost in Thought	C	10	15	25
• Karmic's Desire	C	10	15	25	• Spoken Centaur	U	50	75	1.00	• Francic Purification	C	10	15	25	• Unhinge	C	10	15	25	• Masked Gorgon	R	1.50	2.50	3.50
• Karmic's Wrath	R	2.00	3.00	4.00	• Sphere of Duty	U	50	75	1.00	• Ghostly Wings	C	10	15	25	• Vengeful Dreams	R	2.00	3.00	4.00	• Mental Note	C	10	15	25
• Kresan Archer	C	10	15	25	• Sphere of Grace	U	50	75	1.00	• Gloomdrifter	U	50	75	1.00	• Violent Eruption	U	50	75	1.00	• Mirror's Wake	R	3.00	5.00	7.00
• Kresan Archer	C	10	15	25	• Sphere of Law	U	50	75	1.00	• Gravecrawler	C	10	15	25	• Waste Away	C	10	15	25	• Mirror Wall	C	10	15	25
• Kresan Beast	R	3.00	4.00	6.00	• Sphere of Reason	U	50	75	1.00	• Grim Lavamancer	R	4.00	6.00	8.00	• Zombie Trailblazer	U	50	75	1.00	• Mist of Stagnation	R	2.00	3.00	4.00
• Kresan Beast	R	3.00	4.00	6.00	• Sphere of Truth	U	50	75	1.00	• Grotogale Hybrid	L	50	75	1.00					• Morality Shift	R	2.00	3.00	4.00	
• Languish's Creativity	U	50	75	1.00	• Spirituality	U	50	75	1.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Monastery	U	1.00	1.50	2.00	
• Last Rites	C	10	15	25	• Springing Tiger	C	10	15	25	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Tracer	C	10	15	25	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nomad Mythmaker	R	2.00	3.00	4.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00					• Nantuko Advocate	U	50	75	1.00	
• Lava Burst	U	50	75	1.00	• Soule Mob	R	3.00	4.00	6.00	• Grotogale Hybrid	L	50	75	1.00										

Trunks Defensive Crouch (Holo)	PR 4.75	5.50	8.50
Trunks Finds the Answer	PR 3.00	4.00	5.00
Trunks (Holo)	PR 19.00	25.00	30.00
Trunks the Hero (Level 4)	R 4.50	5.50	6.50
Vegeta, Saiyan Prince (Level 4)	R 4.50	5.50	6.50
Vegeta Scans The City	R 2.50	3.50	4.50
Villains' True Power (Foil)	JR 40.00	50.00	60.00
Vinegar (Holo)	PR 6.00	8.00	10.00
Where There's Life There's Hope (Foil)	UR 40.00	50.00	60.00

DRAGON BALL Z: ANDROID SAGA

SCORE-2001

Full Set (125 Cards)	100.00	125.00	155.00
Full Foil Set (123 Cards)	300.00	400.00	500.00
Booster Pack	2.00	3.00	4.00
Booster Box	25.00	35.00	45.00
Uncommens	25	50	100
Commons	10	15	25

Median foil cards' prices are 2x-3x their non-foil versions.

A Burst Of Energy	PR 4.00	6.00	9.00
Android 10 (Level 1)	R 3.50	4.50	5.50
Android 16 Smiles	PR 8.00	10.00	12.50
Android 17 (Level 1)	R 3.50	5.00	5.50
Android 18 (Level 1) (alternate mages)	R 8.00	10.00	12.50
Android 18 (Level 1)	R 3.50	4.50	5.50
Android 18's Stare Down	R 3.00	4.00	5.00
Android 18 Is Stupid	PR 20.00	25.00	30.00
Android 19 (Level 1)	R 3.50	4.50	5.50
Android 19's Distress	R 3.00	4.00	5.00
Android 20 (Level 1)	R 3.50	4.50	5.50
Awful Abrasions	PR 3.00	4.00	5.00
Back Lunge	PR 30.00	40.00	50.00
Back Seat Maneuver	R 3.00	4.00	5.00
Blue Terror	R 2.50	3.50	4.50
Cell's Threatening Posture	PR 3.00	4.00	5.00
City in Turmoil	R 3.00	4.00	5.00
Defenses Beach	R 3.00	4.00	5.00
Dying Planet	R 3.00	4.00	5.00
Foreboding Evidence	PR 6.00	8.00	10.00
Goku's Dashing Punch	PR 12.00	15.00	18.00
Goku's Heart Disease	R 3.00	4.00	5.00
Goku's Hesitation	PR 8.00	10.00	12.50
Kam's Flight In Island	R 3.00	4.00	5.00
Kung Fud, the Mighty	PR 15.00	22.00	26.00
Knockout Drill	R 3.00	4.00	5.00
Krillin is Ready	PR 8.00	10.00	12.50
Krillin is Searching	PR 6.00	8.00	10.00
Line Up	PR 40.00	50.00	60.00

Orange Eye Beam	R 3.00	4.00	5.00
Orange Searching Maneuver	R 3.00	4.00	5.00
Piccolo, the Trained (Level 1)	R 3.50	4.50	5.50
Planet Vegeta	PR 4.00	6.00	8.00
Rebellion	R 4.00	5.00	6.00
Saiyan Face Stomp	R 3.00	4.00	5.00
Saiyan Light no Dodge	R 3.00	4.00	5.00
Super Saiyan Gohan	PR 10.00	12.50	15.00
The Eyes Have It	PR 8.00	10.00	12.50
The Hero is Down (Foil)	UR 45.00	55.00	65.00
Tien the Watcher (Level 4)	R 3.50	4.50	5.50
Tien's Flight	R 3.00	4.00	5.00
Trunks Guardian Drill (Foil)	UR 40.00	50.00	60.00
Vegeta, the Ready (Level 1)	R 4.00	5.00	6.00
Winter Countryside	R 3.00	4.00	5.00
Yajirobe, the Unstoppable (Level 4)	R 3.00	4.00	5.00
Yamcha is There (Level 4)	R 3.50	4.50	5.50
Yamcha's Right Cross	PR 2.00	3.00	4.00

DRAGON BALL Z: CELL SAGA

SCORE-2001

Full Set (200 Cards)	100.00	150.00	180.00
Booster Pack	2.50	3.25	3.50
Booster Box	35.00	45.00	55.00
Starter Deck	8.00	10.00	12.50
Starter Box	85.00	90.00	110.00
Uncommens	25	50	100
Commons	10	15	25

Median foil cards' prices are 2x-3x their non-foil versions.

Android 16, the Fighter (Level 3) (Foil)	HT 4.00	5.00	6.00
Android 16's Battle Charge	R 3.00	4.00	5.00
Android 16's Rage	R 3.00	4.00	5.00
Android 17, the Destroyer (Level 3) (Foil)	HT 4.00	5.00	6.00
Android 18 (Level 4)	R 8.00	10.00	12.50
Android 18, The Smart One (Level 3) (Foil)	HT 4.00	5.00	6.00
Android 20, the Destructor (Level 3) (Foil)	HT 4.00	5.00	6.00
Black Style Mastery	R 6.00	8.00	10.00
Blue Assistance Drill	R 3.00	4.00	5.00
Blue Diving Punch Drill	R 3.00	4.00	5.00
Blue Head Charge	R 2.50	3.50	4.50
Blue Left Cross Punch	R 2.50	3.50	4.50

Blue Style Mastery	R 4.00	5.00	6.00
Cell the Destroyer (Level 4)	R 6.00	8.00	10.00
Cell, the Master (Level 5)	R 9.00	11.00	14.00
Cell, the Perfect Warrior (Level 3) (Foil)	HT 4.00	5.00	6.00
Cell's Power Drain	R 4.00	5.00	6.00
Cell's Presence (Foil)	UR 55.00	75.00	95.00
Cell's Style	PR 3.00	4.00	5.00
Chi-chi, the Wife (Level 3)	R 3.00	4.00	5.00
Dende Dragon Ball 6	R 3.00	4.00	5.00
Dende Dragon Ball 7	R 3.00	4.00	5.00
Earth Dragon Ball 1	PR 8.00	10.00	12.50
Earth Dragon Ball 2	PR 8.00	10.00	12.50
Earth Dragon Ball 3	PR 10.00	15.00	18.00
Earth Dragon Ball 4	PR 10.00	15.00	18.00
Earth Dragon Ball 5	PR 10.00	15.00	18.00
Earth Dragon Ball 6	PR 19.00	25.00	30.00
Earth Dragon Ball 7	PR 2.00	4.00	6.00
Focusing	R 2.50	3.50	4.50
Gohan, Ascendant (Level 4)	R 8.00	10.00	12.50
Gohan, Super Saiyan (Level 3) (Foil)	HT 4.00	5.00	6.00
Gohan, the Winner (Level 5)	R 8.00	10.00	12.50
Goku, Earth's Hero (Level 3) (Foil)	HT 4.00	5.00	6.00
Goku (Level 4)	R 4.00	6.00	8.00
Goku, the All Powerful (Level 5) (Foil)	UR 80.00	100.00	120.00
Heroes' Battleground	PR 3.00	4.00	5.00
Krillin the Mighty (Level 4)	R 3.00	4.00	5.00
Krillin Unleashed	R 3.00	4.00	5.00
Madness!	R 2.50	3.50	4.50
Mr. Popo's Camming	R 2.50	3.50	4.50
Namekian Dash Attack	R 3.00	4.00	5.00
Namekian Energy Focus	R 3.00	4.00	5.00
Namekian Fist Smash	R 2.50	3.50	4.50
Namekian Fusion	R 3.00	4.00	5.00
Namekian Preparation Drill	R 2.50	3.50	4.50
Namekian Style Mastery	R 4.00	5.00	6.00
Orange City Destruction	R 3.00	4.00	5.00
Orange City Drill	R 2.50	3.50	4.50
Orange Style Mastery	R 3.00	4.00	5.00
Piccolo, Earth's Protector (Level 3) (Foil)	HT 4.00	5.00	6.00
Piccolo, the Namek (Level 4)	HT 4.00	5.00	6.00
Red Point	R 6.00	8.00	10.00
Red Style Mastery	R 2.50	3.50	4.50
Saiyan Offensive Rush	R 2.50	3.50	4.50
Saiyan Power Blast	R 3.00	4.00	5.00
Saiyan Rap d Fire	R 3.00	4.00	5.00
Saiyan Style Mastery	R 4.00	5.00	6.00
Stunned	R 2.50	3.50	4.50

DRAGON BALL Z: CELL GAMES SAGA

SCORE-2002

Full Set (200 Cards)	100.00	150.00	180.00
Booster Pack	2.50	3.25	3.50
Booster Box	35.00	45.00	55.00
Starter Deck	8.00	10.00	12.50
Starter Box	85.00	90.00	110.00
Uncommens	25	50	100
Commons	10	15	25

Median foil cards' prices are 2x-3x their non-foil versions.

A Father Struggles	PR 2.00	4.00	4.00
A Raditz Memory	PR 2.00	4.00	4.00
Android 18's Effect	R 2.00	3.00	4.00
Aura Clash	R 2.00	4.00	4.00
Blue Fist Smash	R 2.00	4.00	4.00
Blue Windup Blast	R 2.00	4.00	4.00
Brothers in Training	R 2.00	3.00	4.00
Can He Do That?	PR 4.00	6.00	8.00
Caught Off Guard Drill	R 2.00	4.00	4.00
Cell Jr. 1 Level 1	R 2.00	4.00	4.00
Cell Jr. 1 Level 2	R 2.00	4.00	4.00
Cell Jr. 2 Level 1	R 2.00	4.00	4.00
Cell Jr's Flight	PR 2.00	4.00	4.00
Chazze Village	R 2.00	4.00	4.00
Chi-Chi on the Attack!	R 2.00	4.00	4.00
Chaotzu (Level 2)	R 2.00	3.00	4.00
Cosmic Backlash	R 2.00	4.00	4.00
Dende (Level 2)	R 2.00	4.00	4.00
Dodie Teaming	R 2.00	3.00	4.00
Dragon's Victory	R 2.00	4.00	4.00
Dragon's Elbow Block	PR 2.00	4.00	4.00
Goku's Dragon Ball Quest	R 2.00	4.00	4.00
Goku's Farewell	R 2.00	4.00	4.00
Group Attack	R 2.00	4.00	4.00
Injured	R 2.00	4.00	4.00
Karin's Tower	R 2.00	4.00	4.00
Krillin's Surprise	PR 2.00	4.00	4.00
Massive Technology	PR 2.00	4.00	4.00
Megaton Bull Crusher	R 2.00	4.00	4.00
Orange Energy Smash	R 2.00	4.00	4.00

Orange Focused Attack	R 2.00	4.00	4.00
Piccolo the Defender (Level 5)	JR 2.00	4.00	4.00
Saiyan Face Smash	R 2.00	4.00	4.00
Straining Destruction Move	R 2.00	4.00	4.00
Straining Rebirth Move	R 2.00	4.00	4.00
Surprise Hit	R 2.00	4.00	4.00
The Power of the Dragon	R 2.00	4.00	4.00
Trunks, the Battler (Level 5)	UR 80.00	100.00	120.00
Vegeta at Full Power	PR 4.00	5.00	6.00
Vegeta as Liking	PR 6.00	8.00	10.00
Vegeta's Anger Drill	R 2.00	4.00	4.00
Vegeta's Surprise	R 2.00	3.00	4.00
Who's da Man!	R 2.00	4.00	4.00
Yamcha's Revenge	PR 10.00	12.00	15.00

DRAGON BALL Z: PROMOS

SCORE-2001

Fatherly Advice	PR 80.00	100.00	120.00
King Card, the A, Powerful (Level 4) (Foil)	PR 40.00	50.00	60.00
Namekian's Strike	PR 80.00	100.00	120.00
Team Work Kamehameha	PR 45.00	55.00	65.00
Victorious (Foil) (GenCon winners)	PR 150.00	175.00	200.00
Z Warriors Gather (Foil)	PR 60.00	70.00	80.00

Harry Potter

TRAINING CREW

HARRY POTTER: BASE SET

WIZARDS OF THE COAST-2001

Full Set (116 Cards)	40.00	50.00	60.00
Booster Box (36 Cards)	25.00	35.00	45.00
Booster Pack (11 Cards)	2.00	3.00	4.00
Starter Box (8 Decks)	70.00	90.00	110.00
Starter Deck (82 Cards)	8.00	10.00	12.50
Uncommens	25	50	100
Commons	10	15	25
Lessons	10	15	25
Bluebell Flames	PR 1.40	2.00	2.50
Dean Thomas	H 3.00	4.00	5.00
Delivery Owl	R 2.00	3.00	4.00

LETHAL ARMIES FOR MINIATURES TOURNEYS

KillerDecks

Marvel HeroClix

"X" marks the spot for this team; three X-Men—though entangled in a decades-old love triangle in the comic—work fine together here, blending ranged and up-close attacks with a little help from the cutest mutant around.

TOP FIGURES They may not get along in the comics, but Wolverine and Cyclops are a tactical dream-team. Wolverine's 10 attack gives him a great chance of hitting everything, and his claws do 1d6 clicks of damage, usually scraping an opponent's invulnerability and putting serious hurt on everyone else.

Cyclops, with his own 10 attack and a devastating four clicks of optic smackdown, has running shot, giving him an essential range of 13 squares. And don't forget, he has—count 'em—two attacks.

HOW IT BEATS YOU Start all four characters in a cluster. On turn one, use a Jean to launch Wolverine toward the toughest opposing character. If you can't get him right into the fray, plant him where his stealth will make his foes come after him.

On turn two, use the other Jean to put Cyclops at the edge of an open area or on a rooftop. Between telekinesis and running shot, you can pretty much pick your target. Commence sniping. Finish off Wolverine's foe if you can, then target medics or probability control figures.

Alternate between Wolverine and Cyclops and work your Jeans. Keep one near Cyclops for emergencies and the other as a troubleshooter. Keep Wolverine between Cyclops and the bad guys. You want Cyke in pristine condition for as long as possible so he can keep dishing out four clicks of damage.

#1 CHARACTER Jean Grey isn't much for fighting, but provides options galore thanks to telekinesis and the X-Men's team ability to heal. ■ Jeff Quick



CYC-BLOOY Mow with your foe's head by teaming Cyclops with Jean Grey.

"Love Conn-X-ion"

- Cyclops (experienced, 68 points)
- Jean Grey (novice, 31 points)
- Jean Grey (experienced, 39 points)
- Wolverine (experienced, 61 points)

Price Guide

One Virtue and Seventy Faults			
	F	4.00	5.00 6.00
Otaku Shika	F	8.00	10.00 12.00
Gatol	F	8.00	10.00 12.00
Revealing the Ancient Wisdom			
	F	4.00	5.00 6.00
Rezan	F	5.00	7.00 9.00
Seppun Murayasu	F	5.00	7.00 9.00
Shimizu's Riddle	F	3.00	4.00 5.00
Shosha's Fungus	F	8.00	10.00 12.00
Sometsu	F	6.00	8.00 10.00
Spirit Legion	F	4.00	5.00 6.00
The First Oni	F	8.00	10.00 12.00
Warrens of the Nezumi	F	10.00	15.00 20.00
Yasuki Kaneke	F	8.00	10.00 12.00

100

C-COMMON U-UNCOMMON R-RARE H-HOLOFOIL PR-PROMO

LEGEND OF THE FIVE RINGS: A PERFECT CUT

ALDERAC ENTERTAINMENT-2001

Cards have "APC" to the left of the artist credits.

Median full cards' prices are 2x-3x their non-full versions.

	600.00	800.00	1000.00
Full Set (155 cards)	70.00	80.00	90.00
Booster Pack (48 packs)	2.50	3.00	3.50
Booster Pack (11 cards)	60.00	70.00	80.00
Starter Deck (10 decks)	9.00	11.00	13.00
Starter Deck (60 cards)	25	50	100
Uncommons	10	15	25
Commons	10	15	25

Bayushi Tasogare	F	3.00	4.00	5.00
Blood Madness	R	3.00	4.00	5.00
Breaking Concentration	R	3.00	4.00	5.00
By the Will of the Wind	R	3.00	4.00	5.00
Contemplation of Osano-Wo	R	3.00	4.00	5.00

Contingency Planning	R	3.00	4.00	5.00
Cranic Rejuvenator	R	3.00	4.00	5.00
Cranic Treasures	R	4.00	5.00	6.00
Damn, no Shiny	R	3.00	4.00	5.00
Daisy's Gaudy Skull	R	3.00	4.00	5.00
Daji Kurohito	R	3.00	4.00	5.00
Endless Deluge	R	3.00	4.00	5.00
Famous Strike	R	3.00	4.00	5.00
Hida Kuan	R	3.00	4.00	5.00
Hida Mochizuki	R	3.00	4.00	5.00
Izawa Hachiro (Experienced)	R	5.00	7.00	9.00

Izawa Hachiro	R	5.00	7.00	9.00
Kakita Dueling Academy	F	3.00	4.00	5.00
Kyuden Hida	F	3.00	4.00	5.00
Ken Sezu	R	3.00	4.00	5.00
Matsu Dometsu	R	3.00	4.00	5.00
Matsu Kenji	R	3.00	4.00	5.00
Minor Illusions	R	3.00	4.00	5.00
Minor Illusions	R	3.00	4.00	5.00
Miya Heikichi	R	3.00	4.00	5.00
Moto Chen	R	3.00	4.00	5.00
Persuasion	R	3.00	4.00	5.00
Phoenix Library	R	3.00	4.00	5.00
Returned to the Pit	R	3.00	4.00	5.00
Scorpion Distractor	R	3.00	4.00	5.00
Shadowlands Bastion	R	4.00	6.00	8.00
Shiba Minbu	R	3.00	4.00	5.00
Shinsei's Smile	R	3.00	4.00	5.00
Shosuro Gardens	F	3.00	4.00	5.00
Show of Strength	R	3.00	4.00	5.00
Soken	R	3.00	4.00	5.00
Talk to Shiny	R	3.00	4.00	5.00
Temple of No Shiny	R	3.00	4.00	5.00
The Dragon of the Dragon	R	3.00	4.00	5.00
The Enemy You Deserve	R	3.00	4.00	5.00
The Hand of Thunder	R	3.00	4.00	5.00
The Power of Nothing	R	3.00	4.00	5.00
The Wolf Speaks	R	3.00	4.00	5.00
Thick-Knife's War Machine	R	3.00	4.00	5.00
Thunder Calls to Fortune	R	3.00	4.00	5.00
Togashi Satsu	R	3.00	4.00	5.00
Traitor's Grove	R	3.00	4.00	5.00
Tsuno Ravagers	R	3.00	4.00	5.00
Twenty Gobs Winter	R	3.00	4.00	5.00
Unavoidable Destiny	R	3.00	4.00	5.00
Unexpected Assault	R	3.00	4.00	5.00
Unexpected Confrontation	R	3.00	4.00	5.00
Uncommon Markers	R	3.00	4.00	5.00
Uncommon Commons	R	10	20	25
Uncommon Commons	R	25	50	100
Yasuo's Places	R	3.00	4.00	5.00
Yasuo's Places	R	3.00	4.00	5.00
Yasuo's Places	R	3.00	4.00	5.00
Yasuo's Places	R	3.00	4.00	5.00
Yasuo's Places	R	3.00	4.00	5.00

LEGEND OF THE FIVE RINGS: AN ONI'S FURY

ALDERAC ENTERTAINMENT-2001

Cards have "AOF" to the left of the artist credits.

Median full cards' prices are 2x-3x their non-full versions.

Uncommons	25	50	100
Commons	10	15	25

A New Legacy	R	3.00	4.00	5.00
Ally's Wrath	R	3.00	4.00	5.00
An Error in Orders	R	3.00	4.00	5.00
Armor of Shadows	R	4.00	6.00	8.00
Bayushi Paneki	R	4.00	5.00	6.00
Burning the Tombs	R	3.00	4.00	5.00
Complications	R	3.00	4.00	5.00
Dirty Scum!	R	3.00	4.00	5.00
Dojo Yasuyo	R	3.00	4.00	5.00
Engage the Enemy	R	3.00	4.00	5.00
Gaitsu, no Shiny	R	3.00	4.00	5.00
Hida Sakamoto	R	3.00	4.00	5.00
Idiom Akai	R	3.00	4.00	5.00
Izawa Thara	R	3.00	4.00	5.00
Iuchi Uru	R	3.00	4.00	5.00
Ki-Rin's Shine (Experienced)	R	10.00	12.00	15.00

Kitsu Desko	R	3.00	4.00	5.00
Kitsu Gohai	R	3.00	4.00	5.00
Know the Enemy	R	3.00	4.00	5.00
Know the Truth	R	3.00	4.00	5.00
Mantis Raiders	R	10.00	12.00	15.00
Miya Hattori	R	3.00	4.00	5.00
Moment in the Sun	R	3.00	4.00	5.00
Moto Yoda	R	3.00	4.00	5.00
Naka Toku	R	3.00	4.00	5.00
Natsu no Shiny	R	3.00	4.00	5.00

New Emerald Champion	R	4.00	5.00	6.00
Osano-Wo Oni	R	3.00	4.00	5.00
Poetry Contest	R	3.00	4.00	5.00
Quench the Ashes	R	3.00	4.00	5.00
Runs of the Kappa	R	3.00	4.00	5.00
Seeking the Master	R	3.00	4.00	5.00
Shiba Aoi	R	3.00	4.00	5.00
Shiba Aoi	R	3.00	4.00	5.00
Sun-Tao's Tessen	R	3.00	4.00	5.00
Tetsuko no Shiny	R	3.00	4.00	5.00
The First Legion	R	3.00	4.00	5.00
The Masters Impressed	R	3.00	4.00	5.00
The Grace Awakens	R	3.00	4.00	5.00
Tsukune Ascends	R	3.00	4.00	5.00
Tsukune's Choice	R	3.00	4.00	5.00
Uchi-Ozaki	R	3.00	4.00	5.00
Word of the Amiri	R	3.00	4.00	5.00
Word of the Bard	R	3.00	4.00	5.00
Word of the Bard	R	3.00	4.00	5.00
Word of the Bard	R	3.00	4.00	5.00
Word of the Bard	R	3.00	4.00	5.00
Yakamo's Armor	R	3.00	4.00	5.00
Yasuo Hachi	R	3.00	4.00	5.00
Yogo Toku	R	3.00	4.00	5.00
Yoshimizu no Yokai	R	3.00	4.00	5.00

LEGEND OF THE FIVE RINGS: DARK ALLIES

ALDERAC ENTERTAINMENT-2002

Cards have "DA" to the left of the artist credits.

Median full cards' prices are 2x-3x their non-full versions.

Full Set (161 cards)	2.00	3.00	4.00
Booster Pack (11 cards)	2.00	3.00	4.00
Booster Pack (48 packs)	2.00	3.00	4.00
Starter Deck (60 cards)	7.00	8.00	9.00
Starter Deck (10 decks)	70.00	80.00	90.00
Uncommons	25	50	100
Commons	10	15	25

Ageton, no Shiny	R	2.00	3.00	4.00
Akodo Map	R	2.00	3.00	4.00
Asahina's Blessing	R	4.00	6.00	8.00
Asako Miso	R	2.00	3.00	4.00
Auspicious House	R	2.00	3.00	4.00
Bayushi Norchika	R	2.00	3.00	4.00
Bitter vengeance	R	2.00	3.00	4.00
Blade of Truths	R	2.00	3.00	4.00
Celestial Sword of the Mantis	R	2.00	3.00	4.00
Construction Crew	R	2.00	3.00	4.00
Court Intrigue	R	2.00	3.00	4.00
Deep Earth Sanctum	R	2.00	3.00	4.00
Doji Kaze	R	3.00	4.00	5.00
Drawn From Within	R	2.00	3.00	4.00
Ebbing Strength	R	2.00	3.00	4.00
Faith in My Clan	R	2.00	3.00	4.00
Gale Force Winds	R	2.00	3.00	4.00
Honor's Lesson Day	R	2.00	3.00	4.00
Jumisoike	R	2.00	3.00	4.00
Kabuki Mask	R	2.00	3.00	4.00
Kaiti Namboku	R	2.00	3.00	4.00
Kanbe no Shiny	R	2.00	3.00	4.00
Kaneka's Blockade	R	2.00	3.00	4.00
Kawari, Ceas	R	2.00	3.00	4.00
Living Death	R	2.00	3.00	4.00
Just Souls	R	2.00	3.00	4.00
Make Them Pay	R	2.00	3.00	4.00
Master Power	R	2.00	3.00	4.00
Miya Gensaiken	R	2.00	3.00	4.00
Moto Chosuro	R	3.00	4.00	5.00
Nash	R	2.00	3.00	4.00
Nikushimi	R	2.00	3.00	4.00
No Failure	R	2.00	3.00	4.00
Personal Sachi	R	2.00	3.00	4.00
Piwaged	R	2.00	3.00	4.00
Raise the Dead	R	2.00	3.00	4.00
Ronin Village	R	2.00	3.00	4.00
Sezaru's Mask	R	2.00	3.00	4.00
Shiba's Shrine	R	2.00	3.00	4.00
Short Season	R	2.00	3.00	4.00
Shrine of Reverse Fortunes	R	2.00	3.00	4.00
Teikoku	R	3.00	4.00	5.00
Teikoku of Osano-Wo	R	2.00	3.00	4.00
Togashi Matsuo	R	2.00	3.00	4.00
Trusted Advisor	R	2.00	3.00	4.00
Uji no Shiny	R	2.00	3.00	4.00
Unprepared	R	12.00	15.00	18.00
Veteran Samurai	R	65.00	70.00	90.00
Wikkithigh-the Atok	R	2.00	3.00	4.00
Yortomo's Kama	R	3.00	4.00	5.00

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

DECIPHER-2001

Full Set (365 Cards)

Booster Box (36 Packs)

Booster Pack (11 Cards)

Starter Deck (12 Decks)

Starter Deck (63 Cards)

Uncommons

Commons

Median full cards' prices are 2x-3x their non-full versions.

Full Set (365 Cards)

Booster Box (36 Packs)

Booster Pack (11 Cards)

Starter Deck (12 Decks)

Starter Deck (63 Cards)

A Wizard Is Never Late	R	3.00	4.00	5.00
Albert Dreary, Entertainer From Bree	R	2.00	3.00	4.00
Alve and Unspooled	R	2.00	3.00	4.00
Alve's Reminders	R	2.50	3.50	4.50
An Abie Guide	R	2.00	3.00	4.00
Ancient Chieftan	R	2.00	3.00	4.00
Arngom, King in Exile	R	3.00	4.00	5.00
Arngom, Ranger of the North	R	7.00	10.00	13.00
Arngom's Bow	R	6.00	9.00	12.00
Arwen, Daughter of Erend	R	10.00	15.00	18.00
Arwen's Fate	R	2.00	3.00	4.00
Band of the Eye	R	3.00	4.00	5.00
Beauty Is Fading	R	3.00	4.00	5.00
Bent on Discovery	R	2.00	3.00	4.00
Bibo Baggins, Retired Adventurer	R	3.00	4.00	5.00
Black Steed	R	2.00	3.00	4.00
Blade of Gondor	R	4.00	5.00	6.00
Boromir, Lord of Gondor	R	8.00	10.00	12.00
Bow of the Galadhrim	R	3.00	4.00	5.00
Caradhras Has Not Forgotten Us	R	2.00	3.00	4.00
Cave Troll of Moria, Scourge of the Black Pit	R	10.00	15.00	18.00
Cave Troll's Hammer	R	3.00	4.00	5.00
Celeborn, Lord of Lorien	R	3.00	4.00	5.00
Change of Plans	R	2.00	3.00	4.00
Cruel Caradhras	R	2.00	3.00	4.00
Curse Their Foul Feet!	R	2.00	3.00	4.00
Dark Whispers	R	2.00	3.00	4.00
Denizens Enraged	R	2.00	3.00	4.00
Despair	R	2.00	3.00	4.00
Desperate Defense of the King	R	3.00	4.00	5.00
Desperate Measures	R	2.00	3.00	4.00
Double Shot	R	6.00	8.00	10.00
Dum's Secret	R	2.00	3.00	4.00
Erend, Lord of Rivendell	R	6.00	8.00	10.00
Enduring Eve	R	3.00	4.00	5.00

BIG \$\$\$ PROMOS



Enheartened Foe	R	2.00	3.00	4.00	Trail of Hayward	R	2.00
					Troop of Unk-han	R	4.00
Farmer Maggot, Chaser of Rascals					Uaire Altea, Keeper of Dol Guldur		
	R	2.50	3.50	4.50		R	3.00
Fear	R	2.00	3.00	4.00	Uaire Cantela, Lieutenant of Dol Guldur		
Fool of a Took!	R	2.00	3.00	4.00		R	5.00
Frudo, Old Bilbo's Heir	R	2.00	3.00	4.00	Jauri Toldite, Messenger of Mordor		
Galadriel, Lady of Light	R	4.00	5.00	6.00		R	5.00
Gandalf, Friend of the Shirefolk					Unk Guard	R	2.00
	R	7.00	9.00	12.00	Unk Lieutenant	R	2.00
Gandalf, The Grey Wizard	P	3.00	4.00	5.00	Unk Spy	R	2.00
Gim, Son of Glor	R	3.00	4.00	5.00	viant Man of the West	R	2.00
Gim's Battle Axe	R	3.00	4.00	5.00	Wizard of Morn	R	2.00
					Wizard's Throne	R	1.00

MAGE KNIGHT

Price Guide

Gisho (#156)	PR	9.50	12.00	15.00	18.00
Grim Wydown (#152)	PR	12.00	18.00	22.00	25.00
Guthik Gadder (#171)	PR	45.00	55.00	65.00	75.00
Hag Hebrodia (#166)	PR	45.00	55.00	65.00	75.00
Harrowblade Bror (#172)	PR	45.00	55.00	65.00	75.00
Hieret (#162)	PR	30.00	40.00	50.00	60.00
High Battle Mage on Scorpion Mount (#133)		8.00	15.00	20.00	25.00
High Elf General (#139)	PR	8.00	12.00	15.00	20.00
Jorum the Fish (#144)	PR	8.00	12.00	15.00	20.00
Karnandora (#161)	PR	45.00	55.00	65.00	75.00
Keening Daemona (#165)	PR	60.00	75.00	90.00	105.00
King of the Dead on Skeletal Fell Beast (#135)		15.00	20.00	25.00	30.00
Laurell (#146)	PR	20.00	30.00	40.00	50.00
Lich (#141)	PR	19.00	25.00	30.00	35.00
Lightning Tallyan (#150)	PR	19.00	25.00	30.00	35.00
Marly on Light Warhorse (#138)		8.00	12.00	15.00	20.00
Mogga Crackshot (#157)	PR	8.00	10.00	15.00	20.00
Nurien the Toth (#174)	PR	40.00	50.00	60.00	70.00
Polo (#158)	PR	10.00	15.00	20.00	25.00
Rathgad Thunderhoof (#168)		60.00	75.00	90.00	105.00
Rendok (#148)	PR	10.00	15.00	20.00	25.00
Scarab (#153)	PR	55.00	70.00	85.00	100.00
Soythapox (#164)	PR	70.00	90.00	100.00	120.00
Shazzarow (#142)	PR	15.00	20.00	25.00	30.00
Shazrak (#147)	PR	13.00	15.00	20.00	25.00
Snapp (#173)	PR	45.00	55.00	65.00	75.00
Spyre Tiamara (#151)	PR	3.00	4.00	5.00	6.00
Takia Likhire (#154)	PR	14.00	20.00	24.00	30.00
Taskmaster (#140)	PR	8.00	10.00	12.00	15.00
Techon on Dragonfly Mount (#134)		8.00	12.00	15.00	20.00
Unhik Charger on Nightmare (#136)		8.00	12.00	15.00	20.00
Willow Rock (#153)	PR	10.00	15.00	20.00	25.00
Woodroot (#145)	PR	19.00	25.00	30.00	35.00
Yenna Farname (#169)	PR	70.00	90.00	100.00	120.00

MAGE KNIGHT: WHIRLWIND

WIZKIDS-2001

Full Set (Including Promos (142 Figures))	300.00	400.00	500.00
Level 1 Figures	1.00	1.25	1.75
Level 2 Figures	1.50	2.00	2.50
Level 3 Figures	2.00	3.00	4.00
Level 4 Figures	3.00	4.00	5.00
Level 5 Figures	4.00	5.00	6.00

Emerald Glade Mystery on Unicorn (#133)	PR	12.00	18.00	20.00
Golden Orb Myrmidon on Steam Horse (#135)	PR	10.00	12.00	15.00
Hait-troll Behemoth on Ankara (#138)	PR	12.00	18.00	20.00
Krugg Witch Doctor (#139)	PR	15.00	20.00	25.00
Mortis Draconum (#142)	PR	20.00	25.00	30.00
Mountain King on Steam Ram (#136)	PR	10.00	15.00	20.00
Orc Captain on Cave Runner (#137)	PR	10.00	15.00	22.00
Shyft Fiend (#140)	PR	10.00	15.00	20.00
Shyft Matriarch (#141)	PR	10.00	15.00	20.00
Thunderstorm Troll on Saffin (#134)	PR	12.00	16.00	18.00

MAGE KNIGHT: DUNGEONS

WIZKIDS-2002

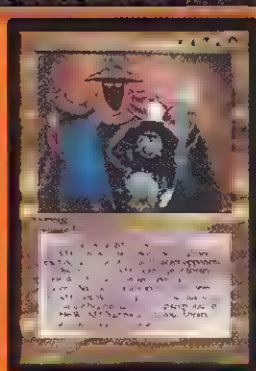
Full Set (100 Figures)	190.00	250.00	300.00
Level 1 Figures	1.00	1.25	1.75
Level 2 Figures	1.50	2.00	2.50
Level 3 Figures	2.00	3.00	4.00
Level 4 Figures	3.00	4.00	5.00
Level 5 Figures	4.00	5.00	6.00

Algen Vale (#61)	PR	4.00	6.00	8.00
Armen Gassop (#72)	PR	5.00	6.00	7.00
Avante Reaver (#65)	PR	6.00	8.00	10.00
Barber Hurg (#65)	PR	5.00	7.00	10.00
Black Thorn	PR	100.00	125.00	155.00
Chaotic Grimm (#94)	PR	6.00	8.00	10.00
Daxeth Zhagrin (#87)	PR	5.00	6.00	7.00
Daran Brakenword (#68)	PR	6.00	8.00	10.00
Ethra Stalwart (#92)	PR	6.00	7.00	8.00
Flame Minion (#62)	PR	10.00	14.00	17.00
Gate Lord (#68)	PR	12.00	18.00	20.00
Hitach Levat (#85)	PR	6.00	8.00	10.00
Jarl Frostven (#89)	PR	9.50	12.00	15.00
Jorum hawklord (#87)	PR	6.00	8.00	10.00
Kamune the Mighty (#87)	PR	6.00	8.00	10.00
Kimbe Cam (#92)	PR	6.00	8.00	10.00
Locksmith Kang (#100)	PR	6.00	7.00	9.00

Lord Oren (#77)	PR	6.00	8.00	10.00
Maboo the Bully (#63)	PR	6.00	8.00	10.00
Mage-King Alment Lan (#70)	PR	4.00	6.00	8.00
Morg Bloodspiller (#69)	PR	5.00	8.00	10.00
Norfar Thott (#68)	PR	5.00	8.00	10.00
Oracle Matteo (#71)	PR	5.00	8.00	10.00
Priestess Wyline (#63)	PR	5.00	8.00	10.00
Raydan Morz	PR	125.00	165.00	200.00
Reverent Priest (#67)	PR	5.00	8.00	10.00
Rock Minion (#64)	PR	5.00	8.00	10.00
Scholar-magus Bessa (#74)	PR	5.00	8.00	10.00
Secans of Caero (#60)	PR	5.00	6.00	7.00
Sentilla Silverblade (#73)	PR	5.00	8.00	10.00
Shayle (#64)	PR	5.00	8.00	10.00
Sneaky Grog (#66)	PR	4.00	6.00	8.00
Thanatos Reaper (#65)	PR	10.00	15.00	20.00
Tinker Geleey (#90)	PR	4.00	6.00	8.00
Tor Thunderclaw (#91)	PR	5.00	8.00	10.00
Treasure Chest (#101 - #131)	PR	75	1.00	1.50
Treesana (#75)	PR	5.00	8.00	10.00
Verran Plunker (#68)	PR	5.00	8.00	10.00
Water Minion (#63)	PR	5.00	10.00	17.00
Wind Minion (#61)	PR	5.00	10.00	20.00

HOLY GRAILS

1996 WORLD CHAMPION
Sometimes, you just get lucky. Back in 1996, person on the prize for winning the Magic world championship was this unique



and artwork still new, old, high, now the card still makes it you'll never see another one

MAGE KNIGHT: LIMITED EDITION

WIZKIDS-2000

Atlantic Card Chanot	LE	18.00	25.00	30.00
Black Power Rebs. War Wagon	LE	18.00	25.00	30.00
Dungeons Artifacts Set 1	LE	10.00	15.00	18.00
Dungeons Artifacts Set 2	LE	10.00	15.00	18.00
Dwarven Steam Behemoth	LE	20.00	30.00	40.00
Great Fire Dragon	LE	19.00	25.00	30.00
Knights Immortal Charger	LE	19.00	25.00	30.00
Polar Ice Dragon	LE	19.00	25.00	30.00
Santa Claus 2001	LE	25.00	35.00	45.00
Venomous Shadow Dragon	LE	18.00	25.00	30.00

MAGE KNIGHT: UNLIMITED

WIZKIDS-2002

Full Set (134 Figures)	400.00	500.00	600.00	
Level 1 Figures	1.00	1.25	1.75	
Level 2 Figures	1.50	2.00	2.50	
Level 3 Figures	2.00	3.00	4.00	
Level 4 Figures	3.00	4.00	5.00	
Level 5 Figures	4.00	5.00	6.00	
Amazon Huntress (#162)	6	15.00	20.00	25.00
Bladesmith Draconum (#157)	6	20.00	25.00	30.00
Demobant (#159)	6	25.00	30.00	35.00
Dwarven Hammerhead (#151)	6	20.00	25.00	30.00
Eldritch Draconum (#158)	6	15.00	20.00	25.00
Emerald Warrior (#147)	6	15.00	20.00	25.00
Insulator (#145)	6	12.00	15.00	20.00
Mastermind Golem (#146)	6	30.00	35.00	40.00
Order of Jhira (#150)	6	25.00	30.00	35.00

Pure Spirit (#155)	PR	25.00	30.00	35.00
Reas Draconum (#160)	PR	45.00	60.00	75.00
Summerlord (#154)	PR	10.00	12.00	15.00
Tempest Lord (#153)	PR	6.00	10.00	15.00
Troll Knight (#148)	PR	6.00	10.00	15.00
Whip Master	PR	6.00	12.00	15.00
Zombie Baron (#149)	PR	6.00	25.00	30.00

MAGE KNIGHT: SINISTER

WIZKIDS-2002

Full Set (100 Figures)	400.00	500.00	600.00	
Level 1 Figures	1.00	1.25	1.75	
Level 2 Figures	1.50	2.00	2.50	
Level 3 Figures	2.00	3.00	4.00	
Level 4 Figures	3.00	4.00	5.00	
Level 5 Figures	4.00	5.00	6.00	
Centaur Champion	PR	10.00	12.00	15.00
Dwarven Stomper	PR	6.00	15.00	20.00
Mummy	PR	6.00	10.00	12.00
Necropolis Judge	PR	6.00	12.00	15.00
Solomni Avenger	PR	6.00	15.00	20.00
Solomni Creator	PR	6.00	20.00	25.00
Solomni Destroyer	PR	6.00	15.00	20.00
Solomni Striker	PR	6.00	20.00	25.00
Solomni Tormentor	PR	6.00	20.00	25.00
Thunder Golem	PR	6.00	15.00	20.00



MAGE NATION: DUEL

INTERACTIVE IMAGINATION-2000

Full Set (160 cards)	100.00	150.00	180.00
Booster Pack	2.00	3.00	4.00
Booster Box	30.00	40.00	50.00
Uncommons	25	50	100
Commons	10	15	25

MAGE NATION: DUEL

Abwyn's Quil	R	2.50	3.50	4.50
Agrim	R	3.50	4.50	5.50
Akaban Gloves	R	2.50	3.50	4.50
Anarchy	R	2.00	3.00	4.00
Asn Hyren	R	2.00	3.00	4.00
Black Agogo	R	2.00	3.00	4.00
Bligh	R	2.50	3.50	4.50
Borse	R	4.00	5.00	6.00
Brigade	R	4.00	5.00	6.00
Brenk	R	4.00	5.00	6.00
Chass Jile	R	2.00	3.00	4.00
Chass Sphere	R	3.00	4.00	5.00
Care Hyren	R	3.50	4.50	5.50
Cry of Thunder	R	4.00	5.00	6.00
Cryta Jie	R	2.00	3.00	4.00
Darkreed Hyren	R	4.25	5.50	6.50
Deadlin	R	2.00	3.00	4.00
Dryle Fiend	R	2.00	3.00	4.00
Entomb	R	3.00	4.00	5.00
Essence of Naroom	R	2.00	3.00	4.00
Forest Blessing	R	2.00	3.00	4.00
Forest Hyren	R	4.00	5.00	6.00
Furk Guardian	R	3.50	4.50	5.50
Gloom	R	2.00	3.00	4.00
Gorath	R	4.25	5.50	6.50
Gorgie's Curse	R	3.00	4.00	5.00
Gorgie's Glasses	R	2.00	3.00	4.00
Grimm's Hammer	R	3.50	4.50	5.50
Groble	R	2.00	3.00	4.00
Hamor	R	2.00	3.00	4.00
Hudda's Cube	R	3.00	4.00	5.00
Thapher	R	2.00	3.00	4.00
J'Lit	R	1.75	2.75	3.50
Jore	R	3.00	4.00	5.00
Kallus	R	1.75	2.75	3.50
Korg & Zet	R	3.50	4.50	5.50
Korrmarr	R	4.00	5.00	6.00
Lanx	R	1.75	2.75	3.50
Morag	R	1.75	2.75	3.50
Maggis	R	1.75	2.75	3.50
Night Hyren	R	3.00	4.00	5.00
Orothean Horn	R	2.00	3.00	4.00
Pillar of Brine	R	2.00	3.00	4.00
Raega	R	4.00	5.00	6.00
Raye's Band	R	4.00	5.00	6.00
Raye's Belt	R	6.00	8.00	9.00
Raye's Boots	R	3.00	4.00	5.00
Reef Hyren	R	3.50	4.50	5.50
Reef Hyren	R	3.00	4.00	5.00
Sarazan Guard	R	3.50	4.50	5.50
Shadow Cloak	R	4.00	5.00	6.00
Sinder's Mantle	R	2.00	3.00	4.00
Sorath	R	3.50	4.50	5.50
Spiri	R	2.50	3.50	4.50
Tiler	R	2.50	3.50	4.50
Tragar	R	2.50	3.50	4.50
Umber Hyren	R	4.00	5.00	6.00
Umber's Boots	R	2.00	3.00	4.00
Unger	R	2.50	3.50	4.50
Vlan	R	3.00	4.00	5.00
Wildfire	R	3.00	4.00	5.00

Amulet of Ombar	R	2.50	3.50	4.50
Ardena's Crown	R	3.50	4.50	5.50
Asnarg	R	3.00	4.00	5.00
Ayebew	R	2.00	3.00	4.00
Baumant	R	3.00	4.00	5.00
Barax	R	3.00	4.00	5.00
Bhlatar	R	3.00	4.00	5.00
Blu	R	3.00	4.00	5.00
Book of Life	R	3.00	4.00	5.00
Cere Hyren	R	2.00	3.00	4.00
Cere n	R	3.00	4.00	5.00
Corai Hyren	R	2.00	3.00	4.00
Cyclone Vasp	R	2.00	3.00	4.00
Deep Hyren	R	2.00	3.00	4.00
Eclipse	R	2.50	3.50	4.50
Energy Band	R	2.50	3.50	4.50
Entangle	R	2.50	3.50	4.50
Env	R	3.00	4.00	5.00
Flame Control	R	3.50	4.50	5.50
Flame Hyren	R	2.50	3.50	4.50
Flood of Energy	R	2.50	3.50	4.50
Giant Korr	R	2.50	3.50	4.50
Giant Parathin	R	3.50	4.50	5.50
Giant Parmagol	R	2.50	3.50	4.50
Gloves of Crystal	R	2.50	3.50	4.50
Gorgie's Ring	R	2.50	3.50	4.50
Greater Veal	R	3.00	4.00	5.00
Heat Lens	R	3.50	4.50	5.50
Huldra's Spear	R	2.50	3.50	4.50
Hyren's Coll	R	3.00	4.00	5.00
Jaels	R	3.00	4.00	5.00
Levan	R	2.50	3.50	4.50
Magam	R	3.50	4.50	5.50
Magia Hyren	R	3.00	4.00	5.00

Heart of the Sky	R	2.00	3.00	4.00	Burrow	PR	2.00	3.00	4.00	Warrior's Boots (Foil)	PR	10.00	15.00	18.00
Hurricane Orish	R	3.00	4.00	5.00	Cave Hyren	PR	2.00	3.00	4.00	Wasperine	PR	2.00	3.00	4.00
Ice Hyren	R	2.00	3.00	4.00	Colossus	PR	2.00	3.00	4.00	Water of Life (Foil)	PR	3.00	4.00	5.00
Jungle Hyren	R	4.00	6.00	8.00	Coral Hyren	PR	1.75	2.50	3.00	Weave Hyren	PR	3.00	4.00	5.00
Jungle Jute	R	2.00	3.00	4.00	Deep Hyren	PR	2.00	3.00	4.00	Wenoe (Foil)	PR	8.00	10.00	12.50
Korg's Poetry	R	2.00	3.00	4.00	Edon (Foil)	PR	14.00	20.00	24.00	Will of Orothe (Foil)	PR	6.00	8.00	10.00
Kyber's Fano	R	2.00	3.00	4.00	Edon	PR	4.00	6.00	8.00	Yaku	PR	2.00	3.00	4.00
Kygn	R	6.00	8.00	10.00	Energy Band (Foil)	PR	4.00	5.00	6.00	Zet (Foil)	PR	12.00	18.00	22.00
Lady of the Sky	R	2.00	3.00	4.00	Enrich (Foil)	PR	4.00	5.00	6.00	Zet	PR	5.00	8.00	10.00
The Last Words	R	3.00	4.00	5.00	Evi Evi	PR	2.00	3.00	4.00					
Misty Lyon	R	2.00	3.00	4.00	Evi (Foil)	PR	8.00	10.00	12.50					
Makoor	R	2.00	3.00	4.00	Flame Control	PR	4.00	5.00	6.00					
Mist Hyren	R	4.00	6.00	8.00	Ga (Foil)	PR	14.00	20.00	24.00					
Moob Ring	R	2.00	3.00	4.00	Ga	PR	5.00	7.00	9.00					
Prider	R	2.00	3.00	4.00	Giant Paradin	PR	2.00	3.00	4.00					
Rayne	R	15.00	20.00	25.00	Grill	PR	2.00	3.00	4.00					
Ritual Spear	R	3.00	4.00	5.00	Grow (Foil)	PR	4.00	5.00	6.00					
Rockade Hyren	R	2.00	3.00	4.00	Hok	PR	2.00	3.00	4.00					
Saladent	R	2.00	3.00	4.00	Hrada	PR	2.00	3.00	4.00					
Sash	R	2.00	3.00	4.00	Jaea (Foil)	PR	14.00	20.00	24.00					
Sand Hyren	R	6.00	10.00	12.00	Kazm	PR	2.00	3.00	4.00					
Sand Strands	R	4.00	6.00	8.00	Kora (Foil)	PR	14.00	20.00	24.00					
Soylla	R	2.00	3.00	4.00	Korg	PR	4.00	6.00	8.00					
Shaper's Apprentice	R	2.00	3.00	4.00	Lava Baarant	PR	2.00	3.00	4.00					
Shard of the Great Fossil	R	2.00	3.00	4.00	Leaf Hyren	PR	2.00	3.00	4.00					
Sika	R	2.00	3.00	4.00	Lightning Hyren	PR	2.00	3.00	4.00					
Sneak Attack	R	2.00	3.00	4.00	Magam (Foil)	PR	8.00	10.00	12.50					
Spell Pulse	R	2.00	3.00	4.00	Mobis (Foil)	PR	8.00	10.00	12.50					
Staff of Vines	R	2.00	3.00	4.00	Metash (Foil)	PR	8.00	10.00	12.50					
Stalker's Boots	R	2.00	3.00	4.00	Metash's Staff (Foil)	PR	4.00	5.00	6.00					
Statement of Core Values	R	2.00	3.00	4.00	Nimbua (Foil)	PR	8.00	10.00	12.50					
Striped Karri	R	2.00	3.00	4.00	O Qua (Foil)	PR	8.00	10.00	12.50					
Swamp Hyren	R	2.00	3.00	4.00	Ora (Foil)	PR	8.00	10.00	12.50					
Ter Hyren	R	2.00	3.00	4.00	Orlon	PR	2.00	3.00	4.00					
Togoth	R	2.00	3.00	4.00	Orwin (Foil)	PR	8.00	10.00	12.50					
Tonnes of the Great Library	R	2.00	3.00	4.00	Orwin	PR	3.00	4.00	5.00					
Tropical Hyren	R	3.00	4.00	5.00	Pod	PR	2.00	3.00	4.00					
Tropical Y'noc	R	2.00	3.00	4.00	Power of the Creators	PR	18.00	25.00	30.00					
Tryn Flame-Saver	R	2.00	3.00	4.00	Quine	PR	2.00	3.00	4.00					
Weed Hyren	R	3.00	4.00	5.00	Rayne's Cloak	PR	4.00	5.00	6.00					
Zungu Swarm	R	2.00	3.00	4.00	Rock Hyren	PR	4.00	5.00	6.00					

MAGI NATION: DUEL: PROMOS

INTERACTIVE IMAGINATION-2001

Kyber's Teeth Preview Deck	5.00	8.00	10.00
Naroom Preview deck	30.00	40.00	50.00
Orthe Preview Deck	30.00	40.00	50.00
Shadow Naroom Preview Deck	6.00	8.00	10.00
Weave Preview deck	6.00	8.00	10.00

Artyra	PR	2.00	3.00	4.00
Ashgar (Foil)	PR	8.00	10.00	12.50
Barak (Foil)	PR	8.00	10.00	12.50
Blu (Foil)	PR	8.00	10.00	12.50
Bo' Asha	PR	2.00	3.00	4.00

Burrow	PR	2.00	3.00	4.00
Cave Hyren	PR	2.00	3.00	4.00
Colossus	PR	2.00	3.00	4.00
Coral Hyren	PR	1.75	2.50	3.00
Deep Hyren	PR	2.00	3.00	4.00
Edon (Foil)	PR	14.00	20.00	24.00
Edon	PR	4.00	6.00	8.00
Energy Band (Foil)	PR	4.00	5.00	6.00
Enrich (Foil)	PR	4.00	5.00	6.00
Evi Evi	PR	2.00	3.00	4.00
Evi (Foil)	PR	8.00	10.00	12.50
Flame Control	PR	4.00	5.00	6.00
Ga (Foil)	PR	14.00	20.00	24.00
Ga	PR	5.00	7.00	9.00
Giant Paradin	PR	2.00	3.00	4.00
Grill	PR	2.00	3.00	4.00
Grow (Foil)	PR	4.00	5.00	6.00
Hok	PR	2.00	3.00	4.00
Hrada	PR	2.00	3.00	4.00
Jaea (Foil)	PR	14.00	20.00	24.00
Kazm	PR	2.00	3.00	4.00
Kora (Foil)	PR	14.00	20.00	24.00
Korg	PR	4.00	6.00	8.00
Lava Baarant	PR	2.00	3.00	4.00
Leaf Hyren	PR	2.00	3.00	4.00
Lightning Hyren	PR	2.00	3.00	4.00
Magam (Foil)	PR	8.00	10.00	12.50
Mobis (Foil)	PR	8.00	10.00	12.50
Metash (Foil)	PR	8.00	10.00	12.50
Metash's Staff (Foil)	PR	4.00	5.00	6.00
Nimbua (Foil)	PR	8.00	10.00	12.50
O Qua (Foil)	PR	8.00	10.00	12.50
Ora (Foil)	PR	8.00	10.00	12.50
Orlon	PR	2.00	3.00	4.00
Orwin (Foil)	PR	8.00	10.00	12.50
Orwin	PR	3.00	4.00	5.00
Pod	PR	2.00	3.00	4.00
Power of the Creators	PR	18.00	25.00	30.00
Quine	PR	2.00	3.00	4.00
Rayne's Cloak	PR	4.00	5.00	6.00
Rock Hyren	PR	4.00	5.00	6.00
Shimmer	PR	4.00	5.00	6.00
Shooting Star (Foil)	PR	2.00	3.00	4.00
Sinder	PR	2.00	3.00	4.00
Siradus	PR	2.00	3.00	4.00
Strag	PR	2.00	3.00	4.00
Submerge (Foil)	PR	4.00	5.00	6.00
The Dark Twins	PR	10.00	15.00	18.00
Thunder Hyren	PR	2.00	3.00	4.00
Thunderquake (Foil)	PR	30.00	40.00	50.00
Timber Hyren	PR	2.00	3.00	4.00
Tomorrow's Jewel	PR	4.00	5.00	6.00
Tony Jones (Foil)	PR	14.00	20.00	24.00
Tony Jones	PR	9.50	12.00	15.00
Yrug (Foil)	PR	8.00	10.00	12.50
Ulk (Foil)	PR	8.00	10.00	12.50
Warrada	PR	2.00	3.00	4.00

Warrior's Boots (Foil)	PR	10.00	15.00	18.00
Wasperine	PR	2.00	3.00	4.00
Water of Life (Foil)	PR	3.00	4.00	5.00
Weave Hyren	PR	3.00	4.00	5.00
Wenoe (Foil)	PR	8.00	10.00	12.50
Will of Orothe (Foil)	PR	6.00	8.00	10.00
Yaku	PR	2.00	3.00	4.00
Zet (Foil)	PR	12.00	18.00	22.00
Zet	PR	5.00	8.00	10.00



MARVEL HEROCLIX: INFINITY CHALLENGE

WIZARDS-2002	300.00	400.00	500.00
Full Set (160 figures)	5.00	6.00	7.00
Booster Box (4 figures)	15.00	18.00	20.00
Starter Box (10 figures)	25	50	25
Uncommons	10	15	25
Commons	10	15	25

Captain America (U) (#148) (1940's Version—Old Shield)	U	30.00	35.00	40.00
Cyclops (L) (#147) (Young Cyclops w/ Old X-Men Uniform)	U	20.00	25.00	30.00
Elektra (U) (#144) (In Black Suit)	U	20.00	25.00	30.00
Juggernaut (U) (#146) (Without Helmet)	U	20.00	25.00	30.00
Nightmare (L) (#142)	L	20.00	25.00	30.00
Professor Xavier (L) (#145) (Modern Version)	L	25.00	30.00	35.00
Quasar (U) (#140)	U	20.00	25.00	30.00
Spider-Man (U) (#150) (In Black Suit)	U	35.00	40.00	45.00
Thanos (U) (#141)	U	30.00	35.00	40.00
Vision (U) (#139)	U	25.00	30.00	35.00
Wasp (U) (#143) (Wasp in Smaller Size)	U	20.00	25.00	30.00
Wolverine (U) (#149) (With Katana—From Mini-Series)	U	20.00	25.00	30.00



MLB SHOWDOWN: 2000 BASE SET

WIZARDS OF THE COAST-2000

Full Set (517 cards)	400.00	500.00	600.00
Booster Pack (9 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Starter Deck (30 cards)	7.00	8.00	9.00
Starter Box (10 decks)	60.00	70.00	80.00
Draft Pack (60 cards)	7.00	8.00	9.00
Draft Pack Box (12 packs)	60.00	70.00	80.00
Uncommons	25	50	1.00
Commons	10	15	25

Alex Rodriguez	R	8.00	10.00	12.00
Barry Bonds	R	8.00	10.00	12.00
Barry Larkin	R	3.00	4.00	5.00
Bernie Williams	R	3.00	4.00	5.00
Billy Wagner	R	4.00	5.00	6.00
Bobby Abreu	R	3.00	4.00	5.00
Brad Radke	R	3.00	4.00	5.00
Brian Giles	R	3.00	4.00	5.00
Cal Ripken Jr.	R	3.00	4.00	5.00
Carl Everett	R	4.00	5.00	6.00
Carlos Beltran	R	4.00	5.00	6.00
Chapman Jones	R	3.00	4.00	5.00
Chuck Finley	R	8.00	10.00	12.00
Cliff Schilling	R	3.00	4.00	5.00
Dwight Gooden	R	3.00	4.00	5.00
David Nussan	R	3.00	4.00	5.00
Dean Palmer	R	3.00	4.00	5.00
Derek Jeter	R	3.00	4.00	5.00
Edgar Martinez	R	4.00	5.00	6.00
Edgarde Alfonzo	R	4.00	5.00	6.00
Fernando Tatis	R	3.00	4.00	5.00
Frank Thomas	R	4.00	5.00	6.00
Gary Sheffield	R	3.00	4.00	5.00
Greg Maddux	R	4.00	5.00	6.00
Ivan Rodriguez	R	4.00	5.00	6.00
Jason Giambi	R	6.00	8.00	10.00
Jason Kendall	R	3.00	4.00	5.00
Jay Bell	R	3.00	4.00	5.00
Jeff Bagwell	R	3.00	4.00	5.00
Jeff Zimmerman	R	3.00	4.00	5.00
Jeremy Burnitz	R	3.00	4.00	5.00
Jim Thome	R	4.00	5.00	6.00

Jose Canseco	R	3.00	4.00	5.00
Ken Griffey, Jr.	R	6.00	8.00	10.00
Kenny Lofton	R	3.00	4.00	5.00
Kevin Brown	R	3.00	4.00	5.00
Kevin Millwood	R	3.00	4.00	5.00
Larry Walker	R	6.00	8.00	10.00
Luis Cash Jr.	R	3.00	4.00	5.00
Luis Gonzalez	R	6.00	8.00	10.00
Manny Ramirez	R	6.00	8.00	10.00
Mariano Rivera	R	3.00	4.00	5.00
Mark McGwire	R	6.00	8.00	10.00
Matt Williams	R	3.00	4.00	5.00
Mike Hampton	R	3.00	4.00	5.00
Mike Piazza	R	6.00	8.00	10.00
Nomar Garciaparra	R	6.00	8.00	10.00
Pedro Martinez	R	8.00	10.00	12.00
Randy Johnson	R	3.00	4.00	5.00
Rafael Palmeiro	R	6.00	8.00	10.00
Randy Velarde	R	3.00	4.00	5.00
Rickey Henderson	R	4.00	5.00	6.00
Roberto Alomar	R	6.00	8.00	10.00
Roger Clemens	R	4.00	6.00	8.00
Sammy Sosa	R	8.00	10.00	12.00
Scott Williamson	R	3.00	4.00	5.00
Sean Casey	R	3.00	4.00	5.00
Shawn Green	R	3.00	4.00	5.00
Tony Fernandez	R	3.00	4.00	5.00
Tony Gwynn	R	3.00	4.00	5.00
Trevor Hoffman	R	3.00	4.00	5.00
Vladimir Guerrero	R	4.00	6.00	8.00

SHADOWFIST

Price Guide

Pikachu (E3/Yellow Cheeks)	PR	10.00	15.00	18.00
Pikachu (Jumbo)	PR	4.50	6.00	8.00
Pikachu (Movie Stamp)	PR	3.00	4.00	5.00
Pikachu (Pokemon 2000 video)	PR	3.00	4.00	5.00
Pikachu (PokeTour 1999)	PR	9.50	12.00	15.00
Pikachu (W stamp)	PR	9.75	14.00	17.00
Porygon (Pokemon League)	PR	3.00	4.00	5.00
Psyduck (Pokemon League)	PR	1.40	2.00	2.50
Sabrina's Aura (Nintendo Power)	PR	4.00	5.00	6.00
Seizor (fai)	PR	3.00	4.00	5.00
Smearag	PR	4.00	5.00	6.00
Surfing Pikachu	PR	3.00	4.00	5.00
Team Rocket's Meowth (Pokemon League)	PR	1.40	2.00	2.50
Togepi	PR	3.00	4.00	5.00
Unown	PR	3.00	4.00	5.00
Venusaur (Pokemon strategy guide)	PR	9.50	12.00	15.00
Wartortle (W stamp)	PR	4.50	6.00	8.00
Zapdos (Pokemon 2000 movie)	PR	3.00	4.00	5.00

SHADOWFIST

SHADOWFIST: LIMITED EDITION

DAEDALUS ENTERTAINMENT-1995

Full Set (323 cards)	100.00	150.00	200.00
Booster Pack (12 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Starter Deck (60 cards)	5.00	6.00	7.00
Starter Box (12 decks)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Standard Edition cards are 0.6x-0.8x the value of their Limited versions.

Abyssal Daughter	R	2.00	3.00	4.00
Adrienne Hart	R	2.00	3.00	4.00
Assassins in Love	R	2.00	3.00	4.00
Banish	R	2.00	3.00	4.00
Baptism of Fire	R	2.00	3.00	4.00
BattleShip Potemkin	R	2.00	3.00	4.00
Big Brother Isen	R	2.00	3.00	4.00
Brain Bug EQ3200	R	2.00	3.00	4.00
B.I. Market	R	2.00	3.00	4.00
Burn Assassin	R	2.00	3.00	4.00
Capra Master	R	2.00	3.00	4.00
Chin Kan	R	2.00	3.00	4.00
City Square	R	2.00	3.00	4.00
Dangerous Experiment	R	2.00	3.00	4.00
Death Touch	R	2.00	3.00	4.00
Desdemona Deathangel	R	2.00	3.00	4.00
Dr. Agn Mucosa	R	2.00	3.00	4.00
Draco	R	2.00	3.00	4.00
Dragon Mountain	R	2.00	3.00	4.00
Dr. J. Lab	R	2.00	3.00	4.00
Elderly Monk	R	2.00	3.00	4.00
En. Iwin	R	2.00	3.00	4.00
Faith of Souls	R	2.00	3.00	4.00
Fists of Legend	R	2.00	3.00	4.00
Floating Fortress	R	2.00	3.00	4.00
Flying Gullotine	R	2.00	3.00	4.00
Fong Sai Yuk	R	2.00	3.00	4.00
Fox Pass	R	2.00	3.00	4.00
Gao Z ang	R	2.00	3.00	4.00
Ghostly Seducer	R	2.00	3.00	4.00
Homo Omega	R	2.00	3.00	4.00
I Ching	R	2.00	3.00	4.00
Iala Mane	R	2.00	3.00	4.00
Imperial Boon	R	2.00	3.00	4.00
Jack Donovan	R	2.00	3.00	4.00
Johann Bonengel	R	2.00	3.00	4.00
Johnny Iwo	R	2.00	3.00	4.00
Jueqing Shetun	R	2.00	3.00	4.00
Kar Fai	R	2.00	3.00	4.00
King of the Thunder Pagoda	R	2.00	3.00	4.00
Kinsasha House	R	2.00	3.00	4.00
Last Stand	R	2.00	3.00	4.00
Luna Echnaco	R	2.00	3.00	4.00
Mad Dog McDrown	R	2.00	3.00	4.00
Master of Corruption	R	2.00	3.00	4.00
Mourning Tree	R	2.00	3.00	4.00
Mur A	R	2.00	3.00	4.00
Nine Cuts	R	2.00	3.00	4.00
Nirma. Yedov	R	2.00	3.00	4.00
Old Master	R	2.00	3.00	4.00
Occur Babuena	R	2.00	3.00	4.00
Ph. Ilipe Benoit	R	2.00	3.00	4.00
Police Station	R	2.00	3.00	4.00
Power of the Great	R	2.00	3.00	4.00
Probability Men puletter	R	2.00	3.00	4.00
Prototype X	R	2.00	3.00	4.00
Quan J.	R	2.00	3.00	4.00
Quan Lo	R	2.00	3.00	4.00
Queen of the Ice Pagoda	R	2.00	3.00	4.00
Ran	R	2.00	3.00	4.00

Redeemed Assassin	R	2.00	3.00	4.00
Roar of the Beast	R	2.00	3.00	4.00
Sacred Heart Hospital	R	2.00	3.00	4.00
Safehouse	R	2.00	3.00	4.00
Seal of the Wheel	R	2.00	3.00	4.00
Secret Headquarters	R	2.00	3.00	4.00
Shadowfist	R	2.00	3.00	4.00
Shemanssch Lieutenant	R	2.00	3.00	4.00
Sheel of the Tortoise	R	2.00	3.00	4.00
Shifong Jayathos	R	2.00	3.00	4.00
Shin Ho Kua	R	2.00	3.00	4.00
Silver Fist	R	2.00	3.00	4.00
Snake Man	R	2.00	3.00	4.00
Soul Maze	R	2.00	3.00	4.00
Saint Frenzy	R	2.00	3.00	4.00
Strike Force	R	2.00	3.00	4.00
Suicide Mission	R	2.00	3.00	4.00
Sun Chen	R	2.00	3.00	4.00
Tactical Team	R	2.00	3.00	4.00
Talsuya Tansi	R	2.00	3.00	4.00
The Crucible	R	2.00	3.00	4.00
The Hanging Coffins	R	2.00	3.00	4.00
The Rockets	R	2.00	3.00	4.00
The Red Lantern Tavern	R	2.00	3.00	4.00
The Unspoken Name	R	2.00	3.00	4.00
Thief of Fortune	R	2.00	3.00	4.00
Thrift with 1000 Tongues	R	2.00	3.00	4.00
Tomb Spint	R	2.00	3.00	4.00
Tranquil Persuader	R	2.00	3.00	4.00
Turtle Beach	R	2.00	3.00	4.00

MONEY MAKERS

CARDS FIXIN' FOR A PRICE SURGE

Living Death cards like these based around Living Death are for a play and powerful enough to use in tournaments. They're always had problems with reprints. Without Force II, Living Death is a great card to use in tournaments. It's a great card to use in tournaments. It's a great card to use in tournaments.

Ultimate Mastery	R	2.00	3.00	4.00
Vladimir Kovalov	R	2.00	3.00	4.00
Water Sword	R	2.00	3.00	4.00
Web of the Spider	R	2.00	3.00	4.00
White Ninja	R	2.00	3.00	4.00
Wong Fei Hong	R	2.00	3.00	4.00
Zheng Yi Quan	R	2.00	3.00	4.00

SHADOWFIST: NETHERWORLD

DAEDALUS ENTERTAINMENT-1995

Full Set (134 cards)	100.00	150.00	200.00
Booster Pack (12 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Starter Deck (60 cards)	5.00	6.00	7.00
Starter Box (12 decks)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

SHADOWFIST: THRONE WAR

Z-MAN GAMES-2000

Full Set (80 cards)	100.00	150.00	200.00
Booster Pack (10 cards)	2.00	2.50	3.00
Booster Box (24 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Andrea Van de Graaf	R	2.00	3.00	4.00
Be-BOM!	R	2.00	3.00	4.00
Dr. Celeste Carter	R	2.00	3.00	4.00
Dr. John Haynes	R	2.00	3.00	4.00
Gao Zhang	R	2.00	3.00	4.00
Hall of Brilliance	R	2.00	3.00	4.00
Imperial Palace	R	2.00	3.00	4.00
Jui Su	R	2.00	3.00	4.00
Kar Fa	R	2.00	3.00	4.00
Leung Mu	R	2.00	3.00	4.00
Maat Monk	R	2.00	3.00	4.00
Oliver Chen	R	2.00	3.00	4.00
Seven Evils	R	2.00	3.00	4.00
Shi Zi Hui	R	2.00	3.00	4.00
The Emperor	R	2.00	3.00	4.00
The Monkey Who Would Be King	R	2.00	3.00	4.00
Titan um Johnson	R	2.00	3.00	4.00
True Son of Heaven	R	2.00	3.00	4.00
Xin Kar Sheng	R	2.00	3.00	4.00

SHADOWFIST: NETHERWORLD 2

Z-MAN GAMES-2001

Full Set (145 cards)	100.00	150.00	200.00
Booster Pack (10 cards)	2.00	2.50	3.00
Booster Box (24 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Aburina Bakteri	R	2.00	3.00	4.00
Biomass Reprocessing Center	R	2.00	3.00	4.00
Chiu Fei	R	2.00	3.00	4.00
Colonne Griffith	R	2.00	3.00	4.00
Colonne Richter	R	2.00	3.00	4.00
Darkness Pagoda	R	2.00	3.00	4.00
Dr. Ally Matthews	R	2.00	3.00	4.00
Dr. Curtis Bowman	R	2.00	3.00	4.00
Duquendun of Yang Lu	R	2.00	3.00	4.00
Fire Pagoda	R	2.00	3.00	4.00
Funeus George	R	2.00	3.00	4.00
Genera Fung	R	2.00	3.00	4.00
Genocide Lounge	R	2.00	3.00	4.00
Hiro Asakata	R	2.00	3.00	4.00
Hung Hei Kwon	R	2.00	3.00	4.00
Ice Pagoda	R	2.00	3.00	4.00
Je Pai	R	2.00	3.00	4.00
Jerven Becker	R	2.00	3.00	4.00
King of the Fire Pagoda	R	2.00	3.00	4.00
King of the Thunder Pagoda	R	2.00	3.00	4.00
Lucius Centares	R	2.00	3.00	4.00
Lu Man Wei	R	2.00	3.00	4.00
Lusignan the Fool	R	2.00	3.00	4.00
Lusignan's Automation	R	2.00	3.00	4.00
Lusignan's Tower	R	2.00	3.00	4.00
Man With No Name	R	2.00	3.00	4.00
Mr. Red	R	2.00	3.00	4.00
Nine Cuts	R	2.00	3.00	4.00
Once and Future Champion	R	2.00	3.00	4.00
Paradox Beast	R	2.00	3.00	4.00
Queen of the Darkness Pagoda	R	2.00	3.00	4.00
Queen of the Ice Pagoda	R	2.00	3.00	4.00
Raven L	R	2.00	3.00	4.00
Red On	R	2.00	3.00	4.00
Simon Drakonic	R	2.00	3.00	4.00
Sung Ya	R	2.00	3.00	4.00
Temple of Boundless Meditation	R	2.00	3.00	4.00
The Baron	R	2.00	3.00	4.00
The Bound	R	2.00	3.00	4.00
The Burning King	R	2.00	3.00	4.00
The Eastern King	R	2.00	3.00	4.00
The Golden Guman	R	2.00	3.00	4.00
The Hub	R	2.00	3.00	4.00
The Junkyard	R	2.00	3.00	4.00
The Prof	R	2.00	3.00	4.00
The Stranded Scream	R	2.00	3.00	4.00
Thunder Pagoda	R	2.00	3.00	4.00
Wu Ming Yi	R	2.00	3.00	4.00

SHADOWFIST: SHAOLIN SHOWDOWN

Z-MAN GAMES-2001

Full Set (144 cards)	100.00	150.00	200.00
Booster Pack (10 cards)	2.00	2.50	3.00
Booster Box (24 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Iala Mane	R	2.00	3.00	4.00
Jiang Xushen	R	2.00	3.00	4.00
Juan "E Tigre" Velasquez	R	2.00	3.00	4.00
Kate Kincaid	R	2.00	3.00	4.00
Kinsoshita	R	2.00	3.00	4.00
Koko Chanel	R	2.00	3.00	4.00
Lai Kuang	R	2.00	3.00	4.00
J. Ser-Hao	R	2.00	3.00	4.00
Malachi	R	2.00	3.00	4.00
Ma. Tsu. Fa	R	2.00	3.00	4.00
Monkey Chang	R	2.00	3.00	4.00
Mouth of the Fire Righteous				
Mr. X	R	2.00	3.00	4.00
Natra, Thalassar	R	2.00	3.00	4.00
Old Man Wu	R	2.00	3.00	4.00
Plains of Ash	R	2.00	3.00	4.00
Posson Clan Killers	R	2.00	3.00	4.00
Quan Lu	R	2.00	3.00	4.00
Rachel McShane	R	2.00	3.00	4.00
Senor Usho	R	2.00	3.00	4.00
Shinobu Yashida	R	2.00	3.00	4.00
Six Bottles Henge	R	2.00	3.00	4.00
Temple of the Shoolin Dragon				
	R	2.00	3.00	4.00
The Dragon Unyielding	R	2.00	3.00	4.00
The Eastern King	R	2.00	3.00	4.00
The Unspoken Name	R	2.00	3.00	4.00
Tong Su Yin	R	2.00	3.00	4.00
Tsung Jin	R	2.00	3.00	4.00

Devaros	R	2.00	3.00	4.00
Dr. Ja Farge	R	2.00	3.00	4.00
Dr. Jaah Brahms	R	2.00	3.00	4.00
Duras	R	4.00	6.00	8.00
Evaluate Terraforming	R	2.00	3.00	4.00
Explore Black Cluster	R	2.00	3.00	4.00
Explore Dyson Sphere	R	2.00	3.00	4.00
Explore Tychon Expansion	R	2.00	3.00	4.00
Extraction	R	2.00	3.00	4.00
Geord La Forge	R	2.00	3.00	4.00
Goddess of Empathy	R	2.00	3.00	4.00
Gowron	R	2.00	3.00	4.00
Haskona	R	2.00	3.00	4.00
Honor Challenge	R	2.00	3.00	4.00
Hugh	R	2.00	3.00	4.00
Hunt for DNA Program	R	2.00	3.00	4.00
L.C. Cortes	R	2.00	3.00	4.00
L.K.C. Bunk	R	2.00	3.00	4.00
L.K.C. Heghla	R	2.00	3.00	4.00
L.K.C. Pagh	R	2.00	3.00	4.00
L.K.C. Q'at	R	2.00	3.00	4.00
Ucna Investigation	R	2.00	3.00	4.00
Interphase Generator	R	2.00	3.00	4.00
Investigate Alien Probe	R	2.00	3.00	4.00
Investigate Disappearance	R	2.00	3.00	4.00
Investigate Disturbance	R	2.00	3.00	4.00
Investigate Massacre	R	2.00	3.00	4.00
Investigate Raid	R	2.00	3.00	4.00
Investigate Rogue Comet	R	2.00	3.00	4.00
Investigate "Shattered Space"	R	2.00	3.00	4.00
Investigate Sighting	R	2.00	3.00	4.00
Investigate Time Continuum	R	2.00	3.00	4.00
Jaglom Shrek - Information Broker	R	2.00	3.00	4.00
Jean-Luc Picard	R	15.00	20.00	25.00
K'Enley	R	2.00	3.00	4.00
Kahness	R	2.00	3.00	4.00
Kargan	R	2.00	3.00	4.00
Kharara	R	2.00	3.00	4.00
Khuumer Research	R	2.00	3.00	4.00
Klinton Death Yell	R	2.00	3.00	4.00
Klarian Game	R	2.00	3.00	4.00
Kurek	R	2.00	3.00	4.00
Kurian Naiskos	R	2.00	3.00	4.00
Kum	R	2.00	3.00	4.00
Leah Brahms	R	2.00	3.00	4.00
Lore Returns	R	2.00	3.00	4.00
Lore's Fingernail	R	2.00	3.00	4.00
Lursa	R	2.00	3.00	4.00
Lwaxanna Tru	R	2.00	3.00	4.00
Medical Relief	R	2.00	3.00	4.00
Mendax	R	2.00	3.00	4.00
Morgan Bateson	R	2.00	3.00	4.00
Naglum	R	2.00	3.00	4.00
Nedla Baren	R	2.00	3.00	4.00

New Contact	R	2.00	3.00	4.00
Pegasus Search	R	2.00	3.00	4.00
Pi	R	2.00	3.00	4.00
Piracy	R	2.00	3.00	4.00
Reginald Barclay	R	2.00	3.00	4.00
Richard Galen	R	2.00	3.00	4.00
Ro Loren	R	2.00	3.00	4.00
Rage Cesar	R	2.00	3.00	4.00
Sargenta	R	2.00	3.00	4.00
Sarthong Plunder	R	2.00	3.00	4.00
Satark	R	2.00	3.00	4.00
Sev...le-form	R	2.00	3.00	4.00
Sela	R	2.00	3.00	4.00
Shelby	R	2.00	3.00	4.00
Sir Isaac Newton	R	2.00	3.00	4.00
Study "Pore in Space"	R	2.00	3.00	4.00
Study Linka Pussar	R	2.00	3.00	4.00
Study Nebula	R	2.00	3.00	4.00
Supernova	R	2.00	3.00	4.00
Survey Mission	R	2.00	3.00	4.00
Tama Elburn	R	2.00	3.00	4.00
Tasha Yar	R	2.00	3.00	4.00
Temporal Causality Loop	R	2.00	3.00	4.00
The Devil	R	2.00	3.00	4.00
Thomas Riker	R	2.00	3.00	4.00
Thought Mixer	R	2.00	3.00	4.00
Time Travel Pod	R	2.00	3.00	4.00
Tomalak	R	2.00	3.00	4.00
Toreth	R	2.00	3.00	4.00
Tox Uthah	R	2.00	3.00	4.00
Triskensky Infection	R	2.00	3.00	4.00
U.S.S. Brittan	R	2.00	3.00	4.00
U.S.S. Enterprise	R	8.00	10.00	12.00
U.S.S. Hood	R	2.00	3.00	4.00
U.S.S. Phoenix	R	2.00	3.00	4.00
U.S.S. Yamato	R	2.00	3.00	4.00
Voran-D Disruptor	R	2.00	3.00	4.00
Vesh	R	2.00	3.00	4.00
Vulcan Stone of Sol	R	2.00	3.00	4.00
Warp Core Breach	R	2.00	3.00	4.00
Wesley Crusher	R	2.00	3.00	4.00
William T. Riker	R	2.00	3.00	4.00
Wind Dancer	R	2.00	3.00	4.00
Worf	R	2.00	3.00	4.00
Wormhole Negotiations	R	2.00	3.00	4.00

STAR TREK: ALTERNATE UNIVERSE

DECIPHER-1995				
Full Set (122 cards)	200.00	250.00	300.00	
Booster Pack (15 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Uncommons	.25	.50	.75	
Commons	.10	.15	.25	

STAR TREK: Q-CONTINUUM

DECIPHER-1996				
Full Set (121 cards)	200.00	250.00	300.00	
Booster Pack (15 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Uncommons	.25	.50	.75	
Commons	.10	.15	.25	

Arbiter of Succession	R	2.00	3.00	4.00
Bendix Syndrome	R	2.00	3.00	4.00
Blade of Thon	R	2.00	3.00	4.00
Brainwash	R	2.00	3.00	4.00
Calamarini	R	2.00	3.00	4.00
Canar	R	2.00	3.00	4.00
Data's Body	R	2.00	3.00	4.00
Doppelganger	R	2.00	3.00	4.00
Drag Net	R	2.00	3.00	4.00
Galen	R	2.00	3.00	4.00
Am Not a Merry Man	R	2.00	3.00	4.00
L.C. Maht-H'a	R	2.00	3.00	4.00
Investigate Legend	R	2.00	3.00	4.00
Ira Graves	R	2.00	3.00	4.00
Jiliana Tamer	R	2.00	3.00	4.00
Katherine Pulaski	R	2.00	3.00	4.00
Keiko O'Brien	R	2.00	3.00	4.00
Clinton Civil War	R	2.00	3.00	4.00
Lal	R	2.00	3.00	4.00
Madam Guinan	R	2.00	3.00	4.00
Madrid	R	2.00	3.00	4.00
Manheim's Dimensional Door	R	2.00	3.00	4.00
Mona Lisa	R	2.00	3.00	4.00
Mortal Q	R	2.00	3.00	4.00
Mr. Horn	R	2.00	3.00	4.00
Nick Locarno	R	2.00	3.00	4.00
Pa.J. Manheim	R	2.00	3.00	4.00
Paxan "Wormhole"	R	2.00	3.00	4.00
Plague Planet	R	2.00	3.00	4.00
Samartian Snare	R	2.00	3.00	4.00
System-Wide Cascade Failure	R	2.00	3.00	4.00
Tarchannen Study	R	2.00	3.00	4.00
Tarsa	R	2.00	3.00	4.00
Tarmir	R	2.00	3.00	4.00
Tarix	R	2.00	3.00	4.00
Transforming Station	R	2.00	3.00	4.00
The Shekel	R	2.00	3.00	4.00
U.S.S. Stargazer	R	2.00	3.00	4.00
Yuta	R	2.00	3.00	4.00
Zalkonan Storage Capsule	R	2.00	3.00	4.00
Zori	R	2.00	3.00	4.00

Alas, Poor Queen	R	2.00	3.00	4.00
Ayssa Ogawa	R	2.00	3.00	4.00
Android Headlock	R	2.00	3.00	4.00
Antique Machine Gun	R	2.00	3.00	4.00
Assimilate Homeworld	R	2.00	3.00	4.00
Assimilate This	R	2.00	3.00	4.00
Beverly Crusher	R	2.00	3.00	4.00
Borg Kias	R	2.00	3.00	4.00
Borg Neutropressor	R	2.00	3.00	4.00
Borg Queen	R	4.00	6.00	8.00
Build Interplanetary Beacon	R	2.00	3.00	4.00
Data	R	2.00	3.00	4.00
Deanna Troi	R	2.00	3.00	4.00
Espionage Mission	R	2.00	3.00	4.00
Geord La Forge	R	2.00	3.00	4.00
Jean-Luc Picard	R	2.00	3.00	4.00
Lily Slocane	R	2.00	3.00	4.00
Magic Carpet Ride OCB	R	2.00	3.00	4.00
Montana Missile Complex	R	2.00	3.00	4.00
My First Raygun	R	2.00	3.00	4.00
Occular implants	R	2.00	3.00	4.00
Oelby Doolby	R	2.00	3.00	4.00
Paul Porter	R	2.00	3.00	4.00
Phoenix	R	2.00	3.00	4.00
Primitive Culture	R	2.00	3.00	4.00
Queen's Borg Cube	R	2.00	3.00	4.00
Queen's Borg Sphere	R	2.00	3.00	4.00
Regenerate	R	2.00	3.00	4.00
Reignard Barclay	R	2.00	3.00	4.00
Relax	R	2.00	3.00	4.00
Salvage Starship	R	2.00	3.00	4.00
Scout Encounter	R	2.00	3.00	4.00
Shipwreck	R	2.00	3.00	4.00
Solcar	R	2.00	3.00	4.00
Stop First Contact	R	2.00	3.00	4.00
Strict Dress Code	R	2.00	3.00	4.00
Temporal Wake	R	2.00	3.00	4.00
Theta-Radiation Poisoning	R	2.00	3.00	4.00
Three-Dimensional Thinking	R	2.00	3.00	4.00
U.S.S. Enterprise-E	R	2.00	3.00	4.00
Undetected Beam-in	R	2.00	3.00	4.00
Visit Cochrane Memorial	R	2.00	3.00	4.00
Well of Ships	R	2.00	3.00	4.00
Week Spot	R	2.00	3.00	4.00
William T. Riker	R	2.00	3.00	4.00
Worf	R	2.00	3.00	4.00
Zefram Cochrane	R	2.00	3.00	4.00
Zefram Cochrane's Telescope	R	2.00	3.00	4.00

STAR TREK: FIRST CONTACT

DECIPHER-1997				
Full Set (130 cards)	200.00	250.00	300.00	
Booster Pack (15 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Uncommons	.25	.50	.75	
Commons	.10	.15	.25	
Abandon Mission	R	2.00	3.00	4.00
Admiral Hayes	R	2.00	3.00	4.00

LETHAL DECKS FOR CCG TOURNEYS

KillerDecks

Dragon Ball Z

Prepare to unleash Goku's Fury! Goku's Fury features a fistful of Cell Saga power cards in one of the punchiest decks you'll play.

TOP CARDS Red Style Mastery is the deck's haymaker. When entering combat, you may remove the top card from your discard pile in order to get a bonus to your physical attacks for the remainder of combat. If the card you removed was red, you get +3 power stages to your physical attacks, otherwise it's +1. Since more than one third of the deck is red, you'll get the full +3 pretty often.

Most of your red cards give you anger, too, which sets up an alternative route to victory. With Goku's Physical Attack, Goku's Training and Goku, the Saiyan, gaining anger won't be a problem.

HOW IT BEATS YOU Beardown. You draw cards, you perform physical attacks. You are almost always going to have four or more cards in your hand during combat, and your physical attacks are always going to be dealing extra damage. Goku's Physical Attack and Goku's Training are both physical attacks that allow you to draw cards from your discard pile, in order to further demolish your opponent.

If your opponent somehow avoids the massive beating you have prepared for him, you can gain anger and win that way. Most of your red attacks give you anger, as do Red Blocking Hand, Tien's Mental Conditioning and Earth Dragon Balls 3 and 5. Mostly you won't be on the defensive, but there are a few cards in there just in case the tables are turned.

#1 CARD Cell Saga's Red Style Mastery. No other mastery comes close. Doing extra damage by removing a card in your discard pile is an awesome benefit for a small cost. ■ Joshua Minnon



FISTS OF FURY Even with a broken neck, Goku stomps the crap out of all comers.

"Goku's Fury"

MAIN PERSONALITY

- 1 Goku, the Hero
- 1 Goku, the Saiyan
- 1 Goku, Earth's Hero
- 1 Goku, Level 4 (Cell)
- 1 Goku, the All Powerful

MASTERY

- 1 Red Style Mastery (Cell)

PHYSICAL COMBAT

- 1 Gamic Jr.'s Kyoka ka Technique
- 4 Goku's Battle Ready
- 1 Goku's Dashing Punch
- 4 Goku's Physical Attack
- 4 Goku's Training
- 3 Hidden Power Level

1 Nappa's Physical

- Resistance
- 3 Reditz Flying Kick
- 3 Red Blocking Hand
- 3 Red Flight
- 3 Red Knee Bash
- 3 Red Lifting Kick
- 3 Red Power Rush
- 3 Red Power Strike
- 3 Red Shattering Leap
- 1 Vegeta's Physical Stance

ENERGY COMBAT

- 1 Nappa's Energy Aura
- 3 Red Energy Shield

COMBAT

- 1 Chiaotzu's Psychic Halt

3 Confrontation

- 3 Fr. aza Smiles
- 1 Red King Cold Observation
- 1 T. me Is A Warrior's Too
- 3 Trunks Energy Sphere

NON-COMBAT

- 3 Tien's Mental Conditioning
- 1 Vegeta's Quickness Dri

DRAGONBALLS

- 1 Earth Dragon Ball 1
- 1 Earth Dragon Ball 3
- 1 Earth Dragon Ball 5

BATTLEGROUND/LOCATION

- 3 Kam's Floating Island

STAR TREK

Price Guide

STAR TREK: THE FAJO COLLECTION

DECIPHER-1997

Full Set (18 cards)	200.00	250.00	300.00
Uncommons	25	50	25
Commons	10	15	25

1982 Roger Maris Baseball Card

Black Hole	PR	2.00	3.00	4.00
Dixon Hill's Business Card	PR	2.00	3.00	4.00
DNA Metamorphosis	PR	2.00	3.00	4.00
Dr. Soong	PR	6.00	8.00	10.00
Guan	PR	2.00	3.00	4.00
K.C. Chang	PR	2.00	3.00	4.00
Kovas Fajo	PR	2.00	3.00	4.00
Locutus of Borg	PR	10.00	15.00	20.00
Jore	PR	2.00	3.00	4.00
Miles O'Brien	PR	4.00	6.00	8.00
Persistence of Memory	PR	2.00	3.00	4.00
Picard's Artificial Heart	PR	2.00	3.00	4.00
Qapa?	PR	2.00	3.00	4.00
Sisters of Devas	PR	6.00	8.00	10.00
Spot	PR	2.00	3.00	4.00
Tallera	PR	2.00	3.00	4.00
U.S.S. Pasteur	PR	2.00	3.00	4.00

STAR TREK: DEEP SPACE NINE

DECIPHER-1998

Full Set (260 cards)	200.00	250.00	300.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Aamin Marritza	R	2.00	3.00	4.00
Access Relay Station	R	2.00	3.00	4.00
Aid Fugitives	R	2.00	3.00	4.00
Aurlock	R	2.00	3.00	4.00
Aviana	R	2.00	3.00	4.00
Alien Gambling Device	R	2.00	3.00	4.00
Altovar	R	2.00	3.00	4.00
Automated Security System	R	2.00	3.00	4.00
Bayoran Civil War	R	2.00	3.00	4.00
Barell Antos	R	2.00	3.00	4.00
Baseball	R	2.00	3.00	4.00
Benjamin Sisko	R	2.00	3.00	4.00
Bo'rah	R	2.00	3.00	4.00
Boheka	R	2.00	3.00	4.00
Borad	R	2.00	3.00	4.00
Camping Trip	R	2.00	3.00	4.00
Central Command	R	2.00	3.00	4.00
Chazh	R	2.00	3.00	4.00
Chazh'Ch	R	2.00	3.00	4.00
Chamber of Ministers	R	2.00	3.00	4.00
Changeling Research	R	2.00	3.00	4.00
Cornel Day	R	2.00	3.00	4.00
Cure Biggit	R	2.00	3.00	4.00
D'Gher	R	2.00	3.00	4.00
Danser	R	2.00	3.00	4.00
Deep Space 9/Terok Nor	R	2.00	3.00	4.00
Defiant Dedication Plaque	R	2.00	3.00	4.00
DNA Clues	R	2.00	3.00	4.00
Duket	R	2.00	3.00	4.00
Duranga	R	2.00	3.00	4.00
Elm Garak	R	2.00	3.00	4.00
Enabran Tain	R	2.00	3.00	4.00
Entek	R	2.00	3.00	4.00
Establish Tractor Lock	R	2.00	3.00	4.00
Garak Has Some Issues	R	2.00	3.00	4.00
Garak's Tailor Shop	R	2.00	3.00	4.00
General Krim	R	2.00	3.00	4.00
Giora Rejal	R	2.00	3.00	4.00
Gong to the Top	R	2.00	3.00	4.00
Gruva	R	2.00	3.00	4.00
Gruumal	R	2.00	3.00	4.00
Harvester Virus	R	2.00	3.00	4.00
H.O. Return Orb to Bajor	R	2.00	3.00	4.00
I.K.C. Tol'Kait	R	2.00	3.00	4.00
Investigate Rumors	R	2.00	3.00	4.00
Jadzia Dax	R	2.00	3.00	4.00
Jake and Ilog	R	2.00	3.00	4.00
Jaro Essa	R	2.00	3.00	4.00
Juan Bashir	R	2.00	3.00	4.00
Ka Opaka	R	2.00	3.00	4.00
Kanna	R	2.00	3.00	4.00
Kira Nerys	R	2.00	3.00	4.00
Kinnas	R	2.00	3.00	4.00
Korat	R	2.00	3.00	4.00
Kennan Mieri	R	2.00	3.00	4.00
Li Nalis	R	2.00	3.00	4.00

Makbar	R	2.00	3.00	4.00
Martus Mazur	R	2.00	3.00	4.00
Mora Pol	R	2.00	3.00	4.00
Morka	R	2.00	3.00	4.00
Mysterious Orb	R	2.00	3.00	4.00
Natima Lang	R	2.00	3.00	4.00
Neela	R	2.00	3.00	4.00
No Loose Ends	R	2.00	3.00	4.00
Objective	R	2.00	3.00	4.00
Odo	R	2.00	3.00	4.00
Orb Fragment	R	2.00	3.00	4.00
Paltra	R	2.00	3.00	4.00
Plan n Simple Garak	R	2.00	3.00	4.00
Plans of the Obsidian Order	R	2.00	3.00	4.00
Plans of the Tal Shiar	R	2.00	3.00	4.00
Prakash	R	2.00	3.00	4.00
Proutiniverse	R	2.00	3.00	4.00
Pup	R	2.00	3.00	4.00
Racka Kam	R	2.00	3.00	4.00
Recurit Mercenaries	R	2.00	3.00	4.00
Rescue Personnel	R	2.00	3.00	4.00
Retaya	R	2.00	3.00	4.00
Rajon	R	2.00	3.00	4.00
Sakonna	R	2.00	3.00	4.00

BOOMS AND BUSTS

BIG MONEY MAKERS AND LOSERS

BUST: THE ONE RING

The One Ring, a bust? you're probably thinking. Sure, the new Decipher version is one of the hottest cards in the game. But we're talking about the Ring from Iron Crown's *Middle-earth CCG*. Once looking for \$50, it fell prey to the simple fact that the I.C.E. version is a dead game. Occasionally, collectors will want to grab one because it's cool, but it rarely goes for more than \$10.



Zarya R 2.00 3.00 4.00

STAR TREK: BLAZE OF GLORY

DECIPHER-1999

Full Set (130 cards)	200.00	250.00	300.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

A Good Day to Live	R	2.00	3.00	4.00
Admiral Ross	R	2.00	3.00	4.00
Ambassador Trelask	R	2.00	3.00	4.00
Blood Oath	R	2.00	3.00	4.00
Borg Cutting Beam	R	2.00	3.00	4.00
Chart Stellar Cluster	R	2.00	3.00	4.00
Chief O'Brien	R	2.00	3.00	4.00
Glacia The Abyss	R	2.00	3.00	4.00
Donald Varley	R	2.00	3.00	4.00
E-Band Emissions	R	2.00	3.00	4.00
Elim	R	2.00	3.00	4.00
Elim	RF	6.00	8.00	10.00
Enrique Muz	R	2.00	3.00	4.00
Fajo's Gallery	R	2.00	3.00	4.00
Garmon	R	2.00	3.00	4.00
Goraxus	R	2.00	3.00	4.00
Gull Madred	R	2.00	3.00	4.00
I.K.C. Koraga	R	2.00	3.00	4.00
I.K.C. Luvaga	R	2.00	3.00	4.00
I.K.C. Negh'Var	R	2.00	3.00	4.00
Ilon Tandro	R	2.00	3.00	4.00
Impersonate Captive	R	2.00	3.00	4.00
Inside Operation	R	2.00	3.00	4.00
Ishtar Rex	R	2.00	3.00	4.00
Jadzia Dax	R	2.00	3.00	4.00

STAR TREK: RULES OF ACQUISITION

DECIPHER-1999

Full Set (130 cards)	200.00	250.00	300.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Aluvra	R	2.00	3.00	4.00
Apnex	R	2.00	3.00	4.00
Arands	R	2.00	3.00	4.00
Bractor	R	2.00	3.00	4.00
Breen CRM114	R	2.00	3.00	4.00
Bunt	R	2.00	3.00	4.00
Chula: The Door	R	2.00	3.00	4.00
Combining Committee	R	2.00	3.00	4.00
Deyos	R	2.00	3.00	4.00
Elizabeth Lense	R	2.00	3.00	4.00
Gails	R	2.00	3.00	4.00
George Primmin	R	2.00	3.00	4.00
Gral	R	2.00	3.00	4.00
Grand Nagus Gint	R	2.00	3.00	4.00
Grand Nagus Zek	R	2.00	3.00	4.00
Hagath	R	2.00	3.00	4.00
Kat'ika	R	2.00	3.00	4.00
Ishta	R	2.00	3.00	4.00
Jovis	R	2.00	3.00	4.00
Kasidy Yates	R	2.00	3.00	4.00
Krasny Founder	R	2.00	3.00	4.00
Krayton	R	2.00	3.00	4.00
Kreetha	R	2.00	3.00	4.00
Kukaleka	R	2.00	3.00	4.00
Lesk	R	2.00	3.00	4.00
Leeta	R	2.00	3.00	4.00
Lameck	R	2.00	3.00	4.00
Lumi	R	2.00	3.00	4.00
Maihar'du	R	2.00	3.00	4.00
Margh	R	2.00	3.00	4.00
Morn	R	2.00	3.00	4.00
Naprem	R	2.00	3.00	4.00
Nog	R	2.00	3.00	4.00
Omaga	R	2.00	3.00	4.00
Orb of Wisdom	R	2.00	3.00	4.00
Oron Syndicate Bomb	R	2.00	3.00	4.00
Patenk	R	2.00	3.00	4.00
Phased Cloaking Device	R	2.00	3.00	4.00
Protection Racket	R	2.00	3.00	4.00
Quark	R	2.00	3.00	4.00
Quark's Bar	R	2.00	3.00	4.00
Quark's Isoliner Rods	R	2.00	3.00	4.00
Quark's Treasure	R	2.00	3.00	4.00
Rom	R	2.00	3.00	4.00
Scepter of the Grand Nagus	R	2.00	3.00	4.00
Senator Cretak	R	2.00	3.00	4.00
Starry Night	R	2.00	3.00	4.00
Tower of Commerce	R	2.00	3.00	4.00
U.S.S. Sao Paulo	R	2.00	3.00	4.00
Writ of Accountability	R	2.00	3.00	4.00

STAR TREK: THE TROUBLE WITH TRIBBLES

DECIPHER-2000

Full Set (141 cards)	200.00	250.00	300.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

1,000 Tribbles (Bonus)	R	2.00	3.00	4.00
1,000 Tribbles (Discard)	R	2.00	3.00	4.00
1,000 Tribbles (Rescue)	R	2.00	3.00	4.00
10,000 Tribbles (Go)	R	2.00	3.00	4.00
10,000 Tribbles (Poison)	R	2.00	3.00	4.00

10,000 Tribbles (Rescue)	R	2.00	3.00	4.00
100,000 Tribbles (Clone)	R	2.00	3.00	4.00
100,000 Tribbles (Discard)				
	R	2.00	3.00	4.00
100,000 Tribbles (Rescue)	R	2.00	3.00	4.00
Arne Darvin	R	2.00	3.00	4.00
Barry Waddle	R	2.00	3.00	4.00
Breen Energy-Dampening Weapon				
	R	2.00	3.00	4.00
Breen Warship	R	2.00	3.00	4.00
Bunt's Shuttle	R	2.00	3.00	4.00
Captain Kirk	R	2.00	3.00	4.00
Captain Koloth	F	2.00	3.00	4.00
Chain Reaction Rocket	R	2.00	3.00	4.00
Chula: The Drink	R	2.00	3.00	4.00
Council of Warriors	R	2.00	3.00	4.00
Deep Space Station K-7	R	2.00	3.00	4.00
Dommon Battleship	R	2.00	3.00	4.00
Dr. McCoy	UR	20.00	30.00	40.00
Dulmer	R	2.00	3.00	4.00
Ensign Chekov	R	2.00	3.00	4.00
Ensign O'Brien	R	2.00	3.00	4.00
Executive Authorization	R	2.00	3.00	4.00
Ferengi Infestation	R	2.00	3.00	4.00
First Minister Shakar	R	2.00	3.00	4.00
Gal Gath'ing	R	2.00	3.00	4.00
Grednellig	R	2.00	3.00	4.00
HQ-Orbita Weapons Platform				

Gowron	SRF 15.00	20.00	25.00
Hergon	SRF 15.00	20.00	25.00
I.K.C. Bortas	VR 6.00	8.00	10.00
I.K.C. Fek'le	VR 6.00	8.00	10.00
I.K.C. Hag'la	VR 6.00	8.00	10.00
I.K.C. Rotaran	VR 6.00	8.00	10.00
Interrogation	VR 6.00	8.00	10.00
Investigate Rumors	VR 6.00	8.00	10.00
Investigate "Shattered Space"			
Jedaa Bak	SRF 15.00	20.00	25.00
Jean-Luc Picard	URF 30.00	40.00	50.00
Jean-Baptiste	SRF 15.00	20.00	25.00
Kallias	VR 6.00	8.00	10.00
Keldon Advanced	VR 15.00	20.00	25.00
Khazara	VR 6.00	8.00	10.00
Kira Founder	VR 6.00	8.00	10.00
Kira Nerps	SRF 15.00	20.00	25.00
Klingon Death Yell	VR 6.00	8.00	10.00
Kurien Naasoo	SRF 15.00	20.00	25.00
Kurm	VR 6.00	8.00	10.00
Lursa	SRF 15.00	20.00	25.00
Maddam Guinan	SRF 15.00	20.00	25.00
Magic Carpet Ride ODD	VR 6.00	8.00	10.00
Maje Rakkal	SRF 15.00	20.00	25.00
Martok	SRF 15.00	20.00	25.00
Montana Massive Complex	VR 6.00	8.00	10.00
O'Brien Founder	VR 6.00	8.00	10.00
Ocular Impants	VR 6.00	8.00	10.00
Qdo	SRF 15.00	20.00	25.00
Office of the President	SRF 15.00	20.00	25.00
Office of the Proconsul	SRF 15.00	20.00	25.00
Pegasus Search	VR 6.00	8.00	10.00
Plans of the Ta Shilar	VR 6.00	8.00	10.00
Praklesh	VR 6.00	8.00	10.00
Q	SRF 15.00	20.00	25.00
Queen's Borg Cube	SRF 15.00	20.00	25.00
Regenerate	SRF 15.00	20.00	25.00
Resilient Flute	VR 6.00	8.00	10.00
Ressak	VR 6.00	8.00	10.00
Revolving Door	SRF 15.00	20.00	25.00
Roga Denar	VR 6.00	8.00	10.00
Scout Encounter	SRF 15.00	20.00	25.00
Sela	SRF 15.00	20.00	25.00
Seven of Nine	UR 20.00	30.00	40.00
Study Nebula	VR 6.00	8.00	10.00
Supernova	VR 6.00	8.00	10.00
System 5 Disruptors	VR 6.00	8.00	10.00
Tars	VR 6.00	8.00	10.00
Tasha Yar-Alternate	SRF 15.00	20.00	25.00
The Great Hall	SRF 15.00	20.00	25.00
The Great Link	SRF 15.00	20.00	25.00
The Shelek	VR 6.00	8.00	10.00
Torch	VR 6.00	8.00	10.00
U.S.S. Defiant	URF 30.00	40.00	50.00
U.S.S. Enterprise	SRF 15.00	20.00	25.00
U.S.S. Enterprise-C	VR 6.00	8.00	10.00
Wall of Ships	VR 6.00	8.00	10.00
Weyoun	SRF 15.00	20.00	25.00
William T. Riker	SRF 15.00	20.00	25.00
Worf	SRF 15.00	20.00	25.00
Wormhole Negotiations	VR 6.00	8.00	10.00
Yuta	VR 6.00	8.00	10.00

STAR TREK: MIRROR, MIRROR

DECIPHER-2000

Full Set (131 cards)	200.00	250.00	300.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	.25	.50	.75
Commons	.10	.15	.25

A Fast Ship Would Be Nice	R 2.00	3.00	4.00
Artillery Attack	R 2.00	3.00	4.00
Bajbaran Warship	R 2.00	3.00	4.00
Bareil	VR 6.00	8.00	10.00
Captain Bashir	VR 6.00	8.00	10.00
Captain Dax	VR 6.00	8.00	10.00
Chief Engineer Scott	VR 6.00	8.00	10.00
Chief Navigator Chekov	VR 6.00	8.00	10.00
Chief Surgeon McCoy	VR 6.00	8.00	10.00
Comin Officer Uhura	VR 6.00	8.00	10.00
Commander Charvanev	VR 6.00	8.00	10.00
Commander Leeta	R 2.00	3.00	4.00
Construct Starship	R 2.00	3.00	4.00
Defiant	VR 6.00	8.00	10.00
Denevan Neural Parasites	R 2.00	3.00	4.00
Dr. Farallon	R 2.00	3.00	4.00
Em	VR 6.00	8.00	10.00
Fesarius	R 2.00	3.00	4.00
First Officer Spock	UR 40.00	60.00	80.00
Fontaine	VR 6.00	8.00	10.00
Halkan Council	R 2.00	3.00	4.00
Horta	R 2.00	3.00	4.00
U.S.S. Enterprise	R 2.00	3.00	4.00
Jake Sisko	VR 6.00	8.00	10.00
James Tiberius Kirk	VR 6.00	8.00	10.00
Kelvan Show of Force	R 2.00	3.00	4.00
Luxen	R 2.00	3.00	4.00
Martina Mareau	VR 6.00	8.00	10.00
Mirren Terok Nor	VR 6.00	8.00	10.00
Mr. Brat	VR 6.00	8.00	10.00
Mr. Nog	VR 6.00	8.00	10.00
Mr. Quark	VR 6.00	8.00	10.00
Mr. Rom	VR 6.00	8.00	10.00
Mr. Sisko	VR 6.00	8.00	10.00
Mr. Tuvok	R 2.00	3.00	4.00
Nurse Chapel	VR 6.00	8.00	10.00
Overseer Oda	VR 6.00	8.00	10.00
Professor Sisko	VR 6.00	8.00	10.00

Regency 1	R 2.00	3.00	4.00
Regent Worf	VR 6.00	8.00	10.00
Ruk	R 2.00	3.00	4.00
Security Chief Garak	VR 6.00	8.00	10.00
Security Chief Sulu	VR 6.00	8.00	10.00
Smiley	VR 6.00	8.00	10.00
Tantalus Field	R 2.00	3.00	4.00
Terran Rebellion HQ	R 2.00	3.00	4.00
The Art of Diplomacy	R 2.00	3.00	4.00
The Guardian of Forever	R 2.00	3.00	4.00
The Intendant	VR 6.00	8.00	10.00
Thomas Paris	R 2.00	3.00	4.00
Weyoun of Borg	VR 6.00	8.00	10.00

STAR TREK: VOYAGER

DECIPHER-2001

Full Set (201 cards)	200.00	250.00	300.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	.25	.50	.75
Commons	.10	.15	.25

Aggressive Behavior	R 2.00	3.00	4.00
Ancestral Vision	R 2.00	3.00	4.00
Arturis	R 2.00	3.00	4.00
Assassin's Blade	F 25	.50	.25
Astral Eddy	R 2.00	3.00	4.00
B'Elanna Torres	R 2.00	3.00	4.00
Barzan Wormhole	R 2.00	3.00	4.00
Caratek's Array	R 2.00	3.00	4.00
Chakotay	R 6.00	8.00	10.00
Common Thief	F 25	.50	.25
Crisis	F 25	.50	.25
Culluh	R 2.00	3.00	4.00
Cure Deadly Virus	R 2.00	3.00	4.00
Danara Pel	R 2.00	3.00	4.00
Delta Flyer	R 2.00	3.00	4.00
Dereth	R 2.00	3.00	4.00
Dr. Armod	R 2.00	3.00	4.00
Dr. Ma Bor Jotrel	R 2.00	3.00	4.00
Dr. T'Pol R'Mor	R 2.00	3.00	4.00
Engineering Kit	F 25	.50	.25
Engineering Tricorder	F 25	.50	.25
Femalis's Love Interest	F 25	.50	.25
Gravimetric Distortion	F 25	.50	.25
Hannan Land Eel	R 2.00	3.00	4.00
Haron	R 2.00	3.00	4.00
Harry Kim	R 2.00	3.00	4.00
Hazarinus Duty	F 25	.50	.25
Hij Breach	R 2.00	3.00	4.00
Investigate Quantum Singularity	R 2.00	3.00	4.00
Karden	R 2.00	3.00	4.00
Kathryn Janeway	R 4.00	6.00	8.00
Kazon Warship	R 2.00	3.00	4.00
Kes	R 2.00	3.00	4.00
Ko	R 2.00	3.00	4.00
Kurros	R 2.00	3.00	4.00
Lack Of Preparation	F 25	.50	.25
Lon Suder	R 2.00	3.00	4.00
Macrovirus	R 2.00	3.00	4.00
Magistrate Orang	F 25	.50	.25
Mare's Love Interest	F 25	.50	.25
Matmarcha Society	F 25	.50	.25
Mawver Burke	R 2.00	3.00	4.00
Medical Kit	F 25	.50	.25
Medics PADD	F 2.00	3.00	4.00
Minis	R 2.00	3.00	4.00
Motura	R 2.00	3.00	4.00
Nagabongal Hazards	F 25	.50	.25
Nexus	R 6.00	8.00	10.00
Nekit Supply Depot	F 25	.50	.25
Nevella	R 2.00	3.00	4.00
Nimira	F 25	.50	.25
Penk	R 2.00	3.00	4.00
Quinn	R 2.00	3.00	4.00
Radioactive Barbage Sewer	F 25	.50	.25
Radii	R 2.00	3.00	4.00
Rekar	R 2.00	3.00	4.00
Restore Victims	R 2.00	3.00	4.00
Rudolph Ransom	R 2.00	3.00	4.00
Samantha Wildman	R 2.00	3.00	4.00
Samantha PADD	F 2.00	3.00	4.00
Saskia	R 2.00	3.00	4.00
Seven of Nine	R 10.00	15.00	20.00
Starfleet Type II Phaser	F 2.00	3.00	4.00
Subspace Fracture	F 2.00	3.00	4.00
Sulan	R 2.00	3.00	4.00
Tabor	R 2.00	3.00	4.00
Tanis	R 2.00	3.00	4.00
The Cloud	R 2.00	3.00	4.00
The Doctor	R 2.00	3.00	4.00
The Pendari Champion	UR 20.00	30.00	40.00
The Swamp	R 2.00	3.00	4.00
Tiem	R 2.00	3.00	4.00
Tom Paris	R 3.00	4.00	5.00
Tuvok	R 2.00	3.00	4.00
U.S.S. Equinox	R 2.00	3.00	4.00
U.S.S. Voyager	R 2.00	3.00	4.00
Vidian Boarding Claw	R 2.00	3.00	4.00
Vidian Cruiser	R 2.00	3.00	4.00
Vulcanic Eruption	R 2.00	3.00	4.00
Vorik	R 2.00	3.00	4.00
War Council	R 2.00	3.00	4.00

Uncommons	.25	.50	.75
Commons	.10	.15	.25
Ankan "Spirits"	R 2.00	3.00	4.00
Assimilate Species	R 2.00	3.00	4.00
B'Elanna	UR 20.00	30.00	40.00
Borg Queen	UR 20.00	30.00	40.00
Borg Queen's Ship	R 2.00	3.00	4.00
Borg Tactical Cube	R 2.00	3.00	4.00
Captain Chakotay	UR 20.00	30.00	40.00
Deanna Troi	UR 20.00	30.00	40.00
Deceon	R 2.00	3.00	4.00
Denik	UR 20.00	30.00	40.00
Equinox Doctor	UR 20.00	30.00	40.00
Equinox Doctor (Variant)	UR 20.00	30.00	40.00
Femlin	R 2.00	3.00	4.00
Fifth	UR 20.00	30.00	40.00
First	UR 20.00	30.00	40.00
Four of Nine	UR 20.00	30.00	40.00
Gann	R 2.00	3.00	4.00
Beggs	R 2.00	3.00	4.00
Hajur	UR 20.00	30.00	40.00
Hajur (Variant)	UR 20.00	30.00	40.00
Harness Paradox ODD	R 2.00	3.00	4.00
I.K.C. Voq'eng	UR 20.00	30.00	40.00
Ishob	UR 20.00	30.00	40.00
Ishob (Variant)	UR 20.00	30.00	40.00
Jidrin	R 2.00	3.00	4.00
Jonik	R 2.00	3.00	4.00
Karrn	R 2.00	3.00	4.00
Kerr	UR 20.00	30.00	40.00
Kellar	R 2.00	3.00	4.00
Liberty	UR 20.00	30.00	40.00
Marika	UR 20.00	30.00	40.00
Marika (Variant)	UR 20.00	30.00	40.00
Mezoli	UR 20.00	30.00	40.00
Mezoli (Variant)	UR 20.00	30.00	40.00
Netek	UR 20.00	30.00	40.00
One	UR 20.00	30.00	40.00

Uncommons		.25	.50	.75
Commons		.10	.15	.25
Arken "Spirts"	R	2.00	3.00	4.00
Assimilate Species	R	2.00	3.00	4.00
B'Earna	UR	20.00	30.00	40.00
Borg Queen	UR	20.00	30.00	40.00
Borg Queen's Ship	R	2.00	3.00	4.00
Borg Tactical Cube	R	2.00	3.00	4.00
Captain Chakotay	UR	20.00	30.00	40.00
Cheanna Troi	UR	20.00	30.00	40.00
Decaren	R	2.00	3.00	4.00
Dokik	UR	20.00	30.00	40.00
Equinax Doctor	UR	20.00	30.00	40.00
Equinax Doctor (Variant)	UR	20.00	30.00	40.00
Fennin	R	2.00	3.00	4.00
Fifin	UR	20.00	30.00	40.00
First	UR	20.00	30.00	40.00
Four of Nine	UR	20.00	30.00	40.00
Gazn	R	2.00	3.00	4.00
Geggs	R	2.00	3.00	4.00
Holr	UR	20.00	30.00	40.00
Holr (Variant)	UR	20.00	30.00	40.00
Harmess Parlice DID	R	2.00	3.00	4.00
I.K.C. Yoo'qeng	UR	20.00	30.00	40.00
Ishoo	UR	20.00	30.00	40.00
Ishoo (Variant)	UR	20.00	30.00	40.00
Idrin	R	2.00	3.00	4.00
Jomk	R	2.00	3.00	4.00
Karon	R	2.00	3.00	4.00
Karr	UR	20.00	30.00	40.00
Kes	UR	20.00	30.00	40.00
Kohlar	R	2.00	3.00	4.00
Liberty	UR	20.00	30.00	40.00
Marika	UR	20.00	30.00	40.00
Marna (Variant)	UR	20.00	30.00	40.00
Mezod	UR	20.00	30.00	40.00
Mezod (Variant)	UR	20.00	30.00	40.00
Netek	UR	20.00	30.00	40.00
Ope	UR	20.00	30.00	40.00

VAMPIRE

THE ETERNAL STRUGGLE

Price Guide

STAR TREK: TOURNAMENT SEALED DECKS

DECIPHER-1998

Full Set (20 cards)	10.00	15.00	20.00
Uncommons	25	50	25
Commons	10	15	25

Abandon Ship!	PR	2.00	3.00	4.00
Amnis - Sticky Situation	PR	2.00	3.00	4.00
Darmek	PR	2.00	3.00	4.00
Establish Relations	PR	2.00	3.00	4.00
Explore Interstellar Matter	PR	2.00	3.00	4.00
Hide And Seek	PR	2.00	3.00	4.00
Hippocratic Oath	PR	2.00	3.00	4.00
Hummock Outpost	PR	2.00	3.00	4.00
Impose Order	PR	2.00	3.00	4.00
Investigate Incursion	PR	2.00	3.00	4.00
Make Us Go	PR	2.00	3.00	4.00
Miners Survey	PR	2.00	3.00	4.00
Open Diplomatic Relations	PR	2.00	3.00	4.00
Reflection Therapy	PR	2.00	3.00	4.00
Space Door	PR	2.00	3.00	4.00
Space-Time Portal	PR	2.00	3.00	4.00
Suna	PR	2.00	3.00	4.00
Test Propulsion Systems	PR	2.00	3.00	4.00
Treaty Federation/Romulan Kingdom	PR	2.00	3.00	4.00
Unscientific Method	PR	2.00	3.00	4.00

STAR TREK: ENHANCED PREMIERE

DECIPHER-2000

Full Set (8 cards)	10.00	15.00	20.00
Uncommons	25	50	25
Commons	10	15	25

Botanical Research	PR	2.00	3.00	4.00
Fering Trading Post	PR	2.00	3.00	4.00
Geological Survey	PR	2.00	3.00	4.00
Memory Wipe	PR	2.00	3.00	4.00
Military Exercises	PR	2.00	3.00	4.00
Search for Weapons	PR	2.00	3.00	4.00
Study Cometary Cloud	PR	2.00	3.00	4.00
Study Puser	PR	2.00	3.00	4.00

STAR TREK: ENHANCED PREMIERE

DECIPHER-2000

Full Set (21 cards)	10.00	15.00	20.00
Uncommons	25	50	25
Commons	10	15	25

Alien Parasites & REM Fatigue	PR	2.00	3.00	4.00
Anaphasic Organism & Naqium	PR	2.00	3.00	4.00
Ancient Computer & Microvirus	PR	2.00	3.00	4.00
Beaver and Will	PR	2.00	3.00	4.00
Computer Weapon & Hyper-Aging	PR	2.00	3.00	4.00
Covert Installation I	PR	2.00	3.00	4.00
Data and Geord	PR	2.00	3.00	4.00
Data and Picard	PR	2.00	3.00	4.00
Excavation I	PR	2.00	3.00	4.00
Explore Black Cluster II	PR	2.00	3.00	4.00
Explore Typhon Expense II	PR	2.00	3.00	4.00
Female's Love Interest & Garbage Scow	PR	2.00	3.00	4.00
Investigate Anomaly I	PR	2.00	3.00	4.00
Investigate Sighting II	PR	2.00	3.00	4.00
Jean Luc and Beverly	PR	2.00	3.00	4.00
Male's Love Interest & Plague Ship	PR	2.00	3.00	4.00
Relief Mission I	PR	2.00	3.00	4.00
Secret Salvage II	PR	2.00	3.00	4.00
Sens of Mough	PR	2.00	3.00	4.00
Test Mission I	PR	2.00	3.00	4.00
The Tross	PR	2.00	3.00	4.00

STAR TREK: SECOND ANTHOLOGY

DECIPHER-2000

Full Set (6 cards)	10.00	15.00	20.00
Uncommons	25	50	25

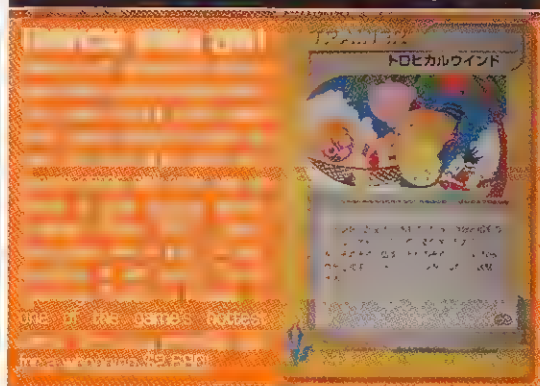
Commons10	.15	.25
Basbir Founder	PR	2.00	3.00	4.00
Jedimos	PR	2.00	3.00	4.00
Kova!	PR	2.00	3.00	4.00
Legate Damar	PR	2.00	3.00	4.00
Luther Sloan	PR	2.00	3.00	4.00
Vedex Dax	PR	2.00	3.00	4.00

STAR TREK: MISCELLANEOUS PROMOS

DECIPHER-1995

The Embassy	PR	15.00	20.00	25.00
The Traveller	PR	15.00	20.00	25.00
U.S.S. Jupiter (Star Trek Armada computer game)	PR	15.00	20.00	25.00

HOLY GRAILS THE RAREST CARDS EVER



STAR WARS

STAR WARS: ATTACK OF THE CLONES

WIZARDS OF THE COAST-2002

Full Set (180 cards)	80.00	100.00	120.00
Full Set (180 cards)	200.00	300.00	400.00
Booster Pack (11 cards)	2.50	3.00	3.50
Booster Box (36 packs)	90.00	100.00	120.00
Starter Deck (60 cards)	6.00	7.00	8.00
Starter Box (10 decks)	50.00	70.00	80.00
Booster Mini-Pack (5 cards)	1.00	1.25	1.50
Booster Mini-Pack Box (36 packs)	40.00	50.00	60.00
Uncommons	25	50	1.00
Commons	10	15	25

A Moment's Rest	R	2.00	3.00	4.00
Anakin Skywalker (A)	R	4.00	6.00	8.00
Anakin Skywalker (B)	R	5.00	7.00	9.00
Assassin Droid ASN-121	R	2.00	3.00	4.00
AT-TE Walker T1E	R	3.00	4.00	5.00
Ban Organa	R	4.00	5.00	6.00
Battle Fatigue	R	2.00	3.00	4.00
Bobo Fett	R	4.00	6.00	8.00
Captain Typho	R	2.00	3.00	4.00
Chancellor Palpatine	R	3.00	4.00	5.00
Clear the Skies	R	2.00	3.00	4.00
Cone Officer	R	3.00	4.00	5.00
Dark Rendezvous	R	3.00	4.00	5.00
Dark Side's Command	R	2.00	3.00	4.00
Dark Side's Compulsion	R	2.00	3.00	4.00

Darth Sidious	R	4.00	6.00	8.00
Darth Tyrannus (A)	R	5.00	8.00	10.00
Destruction of Hope	R	2.00	3.00	4.00
Deedert Jettster	R	2.00	3.00	4.00
Elan Slesazabagano	R	2.00	3.00	4.00
Geonissian Sentry	R	2.00	3.00	4.00
Hera's Duty	R	2.00	3.00	4.00
Hera's Flow	R	2.00	3.00	4.00
Interference in the Senate	R	2.00	3.00	4.00
Jango Fett (A)	R	5.00	8.00	10.00
Jango Fett (B)	R	4.00	5.00	6.00
Jar Jar Binks	R	3.00	4.00	5.00
Jedi Call for Help	R	2.00	3.00	4.00
Jedi Council Summons	R	2.00	3.00	4.00
Jedi Knight's Deflection	R	3.00	4.00	5.00
Lama Su	R	3.00	4.00	5.00
Naboo Defense Station	R	3.00	4.00	5.00
Obi-Wan Kenobi (A)	R	6.00	8.00	10.00
Obi-Wan's Starfighter	R	3.00	4.00	5.00
Order Here	R	2.00	3.00	4.00
Padme Amidala (A)	R	5.00	7.00	9.00
Padme Amidala (B)	R	4.00	6.00	8.00
Padme's Yacht	R	2.00	3.00	4.00
Plo Koon	R	2.00	3.00	4.00
Plot the Secession	R	2.00	3.00	4.00
Power Dive	R	2.00	3.00	4.00
Queen Amidala	R	2.00	3.00	4.00
R2-D2	R	4.00	6.00	8.00
Second Effort	R	2.00	3.00	4.00
Seek the Council's Wisdom	R	2.00	3.00	4.00
Slave I	R	4.00	6.00	8.00
Spirit of the Fallen	R	2.00	3.00	4.00
Target the Senator	R	2.00	3.00	4.00
Tatooine	R	3.00	4.00	5.00
Trade Federation Battleship Core	R	2.00	3.00	4.00
Tyrannus's Edict	R	2.00	3.00	4.00
Tyrannus's Geonissian Speeder	R	2.00	3.00	4.00
Tyrannus's Solar Sailer	R	2.00	3.00	4.00
Tyrannus's Wrath	R	2.00	3.00	4.00
War Will Follow	R	2.00	3.00	4.00
Ward of the Jedi	R	2.00	3.00	4.00
Windu's Solution	R	2.00	3.00	4.00
Yoda (A)	R	6.00	8.00	10.00

Yoda's Intervention	R	2.00	3.00	4.00
Zam Wesell (A)	R	4.00	6.00	8.00
Zam Wesell (B)	PR	12.00	15.00	18.00

VAMPIRE: THE ETERNAL STRUGGLE: JYHAD

WIZARDS OF THE COAST-1994

Full Set (441 cards)	150.00	200.00	250.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Starter Deck (60 cards)	6.00	7.00	8.00
Starter Box (10 decks)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Aaron's Feeding Razor	R	2.00	3.00	4.00
Al's Army Apparatus	R	2.00	3.00	4.00
Anarch Troublemaker	R	2.00	3.00	4.00
Arcane Library	R	2.00	3.00	4.00
Art Museum	R	2.00	3.00	4.00
Behind You!	R	2.00	3.00	4.00
Betrayer	R	2.00	3.00	4.00
Blood Puppy	R	2.00	3.00	4.00
Body of Sun	R	2.00	3.00	4.00
Bruijah Justicar	R	2.00	3.00	4.00
Burst of Sunlight	R	2.00	3.00	4.00
Business Pressure	R	2.00	3.00	4.00
Cat Burglary	R	2.00	3.00	4.00
Charmas the Imp	R	2.00	3.00	4.00
Conquer the Beast	R	2.00	3.00	4.00

VAMPIRE: TES DATA

C=COMMON U=UNCOMMON R=RARE PR=PROMO V=VAMPIRE

Conductor Motion	R	2.00	3.00	4.00
Curse of Nitroons	R	2.00	3.00	4.00
Day Operation	R	2.00	3.00	4.00
Distraction	R	2.00	3.00	4.00
Ecotomists	R	2.00	3.00	4.00
Embrace, The	R	2.00	3.00	4.00
Entrancement	R	2.00	3.00	4.00
Far Mastery	R	2.00	3.00	4.00
First Tradition: The Masquerade	R	2.00	3.00	4.00
Fists of Death	R	2.00	3.00	4.00
Flesh of Marble	R	4.00	6.00	8.00
Fragment of the Book of Mod	R	2.00	3.00	4.00
Freak Drive	R	2.00	3.00	4.00
Gangre Justicar	R	2.00	3.00	4.00
Ghou Escort	R	2.00	3.00	4.00
Ghou Retainer	R	2.00	3.00	4.00
Giant's Blood	R	2.00	3.00	4.00
Goconda, Inner Peace	R	2.00	3.00	4.00
Hell Hound	R	2.00	3.00	4.00
High Stakes	R	2.00	3.00	4.00
Hostile Takeover	R	2.00	3.00	4.00
Immortal Grapple	R	3.00	4.00	5.00
Imvory Bow	R	2.00	3.00	4.00
J. S. Simmons, Esq.	R	2.00	3.00	4.00
Jackie Therman	R	2.00	3.00	4.00
Kindred Intelligence	R	2.00	3.00	4.00
Kindred Society Games	R	2.00	3.00	4.00
Kine Dominance	R	4.00	6.00	8.00
Knights, The	R	2.00	3.00	4.00
Madness Network	R	2.00	3.00	4.00
Madness of the Smith	R	2.00	3.00	4.00
Malkavian Justicar	R	2.00	3.00	4.00
Malkavian Prank	R	2.00	3.00	4.00
Malkavian Time Auction	R	2.00	3.00	4.00
Millicent Smith, Puritan Vampire Hunter	R	2.00	3.00	4.00
Monocoe of Clarity	R	2.00	3.00	4.00
Mr. Winthrop	R	2.00	3.00	4.00
Murder of Crows	R	2.00	3.00	4.00
Nosferatu Justicar	R	2.00	3.00	4.00
Palatia, Flaps Allowing Limited Flight	R	2.00	3.00	4.00
Political Ally	R	2.00	3.00	4.00
Praxis Seizure Atlanta	R	2.00	3.00	4.00
Praxis Seizure Boston	R	2.00	3.00	4.00
Praxis Seizure Chicago	R	2.00	3.00	4.00
Praxis Seizure Cleveland	R	2.00	3.00	4.00
Praxis Seizure Dallas	R	2.00	3.00	4.00
Praxis Seizure Houston	R	2.00	3.00	4.00
Praxis Seizure Miami	R	2.00	3.00	4.00
Praxis Seizure Seattle	R	2.00	3.00	4.00
Praxis Seizure Washington, D.C.	R	2.00	3.00	4.00
Psychic Projection	R	2.00	3.00	4.00
Psychic Veil	R	2.00	3.00	4.00
Puffed Fangs	R	2.00	3.00	4.00
Renegade Garou	R	3.00	4.00	5.00
Resplendent Protector	R	2.00	3.00	4.00
Resplendent Protector	R	2.00	3.00	4.00
Ritual of the Bitter Rose	R	2.00	3.00	4.00
Rumors of Gehenna	R	2.00	3.00	4.00
RPG Launcher	R	2.00	3.00	4.00
Rumors of Gehenna	R	2.00	3.00	4.00
Sengir Dagger	R	3.00	4.00	5.00
Slashers, The	R	2.00	3.00	4.00
Smiling Jack, The Anarch	R	2.00	3.00	4.00
Society of Leopold	R	2.00	3.00	4.00
Soul Gem of Ennis	R	6.00	8.00	10.00
Spawning Pool, The	R	2.00	3.00	4

WARHAMMER 40,000

Price Guide

Creation Rites	R	2.00	3.00	4.00
Crusade Atlanta	R	2.00	3.00	4.00
Crusade Detroit	R	2.00	3.00	4.00
Crusade Houston	R	2.00	3.00	4.00
Crusade New York	R	2.00	3.00	4.00
Crusade Philadelphia	R	2.00	3.00	4.00
Cull the Herd	R	2.00	3.00	4.00
Daring the Dawn	R	2.00	3.00	4.00
Detection	R	2.00	3.00	4.00
Dism	R	25.00	30.00	35.00
Enchanted Marionette	R	2.00	3.00	4.00
Entombment	R	2.00	3.00	4.00
Fire in the Blood	R	6.00	6.00	10.00
Gang Tactics	R	2.00	3.00	4.00
Gang Territory	R	4.00	6.00	6.00
Gangster Conspiracy	R	2.00	3.00	4.00
Ghoul Street Thug	R	2.00	3.00	4.00
Guardian Ghoul	R	2.00	3.00	4.00
Guard of Conrad	R	2.00	3.00	4.00
Haven Affinity	R	2.00	3.00	4.00
Hidden Pathways	R	2.00	3.00	4.00
High Museum of Art, Atlanta	R	2.00	3.00	4.00
Intimidation	R	2.00	3.00	4.00
Investiture	R	2.00	3.00	4.00
Kindred Manipulation	R	2.00	3.00	4.00
Legacy of Cain	R	2.00	3.00	4.00
Legacy of Pander	R	2.00	3.00	4.00
Lightning Reflexes	R	2.00	3.00	4.00
Living Manse	R	3.00	4.00	5.00
Lobotomy	R	2.00	3.00	4.00
Lynx Eruption	R	2.00	3.00	4.00
Macabre Derangement: Paranoia	R	2.00	3.00	4.00
Marked Path	R	2.00	3.00	4.00
Massochism	R	2.00	3.00	4.00
Mesange	R	2.00	3.00	4.00
Mind Rape	R	4.00	6.00	6.00
Mistaken Identity	R	2.00	3.00	4.00
My Enemy's Enemy	R	2.00	3.00	4.00
Hosteratu Kingdom	R	2.00	3.00	4.00
Obsession	R	2.00	3.00	4.00
Orgy of Blood	R	2.00	3.00	4.00
Out of Control	R	2.00	3.00	4.00
Palla Grande	R	2.00	3.00	4.00
Patterns in the Chaos	R	2.00	3.00	4.00
Political Antagonist	R	2.00	3.00	4.00
Political Struggle	R	2.00	3.00	4.00
Power Structure	R	2.00	3.00	4.00
Powerbase Madrid	R	2.00	3.00	4.00
Powerbase Montreal	R	2.00	3.00	4.00
Quickness	R	2.00	3.00	4.00
Reality Mirror	R	2.00	3.00	4.00
Recruiting Party	R	2.00	3.00	4.00
Regent	R	2.00	3.00	4.00
Reconstruction	R	2.00	3.00	4.00
San Nicolas de los Serivitas	R	2.00	3.00	4.00
Shadow Court Satyr (Changeling)	R	2.00	3.00	4.00
Shack Traps	R	4.00	6.00	6.00
Slave Auction	R	2.00	3.00	4.00
Song in the Dark	R	2.00	3.00	4.00
Speed of Thought	R	2.00	3.00	4.00
Sunrise Service	R	2.00	3.00	4.00
Tasha Morgan	R	2.00	3.00	4.00
Turret Frezzy	R	2.00	3.00	4.00
Thanks for the Donation	R	2.00	3.00	4.00
The Art of Pain	R	2.00	3.00	4.00
The Coven	R	2.00	3.00	4.00
The Crimson Sentinel	R	2.00	3.00	4.00
The Hungry Coyote	R	2.00	3.00	4.00
Tier of Souls	R	4.00	6.00	6.00
Tithings	R	2.00	3.00	4.00
Tomb of Rameses III	R	2.00	3.00	4.00
Transfer of Power	R	2.00	3.00	4.00
Twisted Forest	R	2.00	3.00	4.00
Unwashed Knight	R	2.00	3.00	4.00
Unacceptable Appearance	R	2.00	3.00	4.00
Up Yours!	R	2.00	3.00	4.00
Using the Advantage	R	2.00	3.00	4.00
Versus: Poisoning	R	2.00	3.00	4.00
Wax through Arcadia	R	2.00	3.00	4.00
War Ghoul	R	8.00	10.00	12.00

VAMPIRE: THE ETERNAL STRUGGLE: FINAL NIGHTS

Full Set (162 cards)	150.00	200.00	250.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25


Abomination	R	2.00	3.00	4.00
Amam the Devourer (Bane Mummy)	R	2.00	3.00	4.00
Augustus Giovanni	R	2.00	3.00	4.00
Blood of the Cobra	R	2.00	3.00	4.00
Brigitte Gebauer (Wraith)	R	2.00	3.00	4.00
Chansma	R	2.00	3.00	4.00
Club Zombie	R	2.00	3.00	4.00
Creepshow Casino	R	2.00	3.00	4.00
Crimson Fury	R	2.00	3.00	4.00
Deny	R	2.00	3.00	4.00
Disembodiment of Gours	R	2.00	3.00	4.00
Eccstatic Agony	R	2.00	3.00	4.00
Edge Vibration	R	2.00	3.00	4.00
Eruption of Vitae	R	2.00	3.00	4.00
Ex Nihilo	R	2.00	3.00	4.00
Emmerda	R	2.00	3.00	4.00
Fata Amna	R	2.00	3.00	4.00
Flux "Fix" Hessian (Wraith)	R	2.00	3.00	4.00
Fleecing the Gays	R	2.00	3.00	4.00
Ghouls of Plaza Morera, The	R	2.00	3.00	4.00
Imposing Phantasm	R	2.00	3.00	4.00
Jake Washington (Hunter)	R	2.00	3.00	4.00

BOOMS AND BUSTS

BIG MONEY MAKERS AND LOSERS

BOOM: TIA SENYAKA

Most comic book characters have secret identities behind their masks. **Marvel HeroClix** has extended that idea to even the most mundane characters with its limited edition figures. The pieces, which are given out to tournament champions, carry the secret name of each depicted character. The **S.H.I.E.L.D. Medic** shown here is known as "Tia Senyaka," and a copy recently sold for \$8!



Khabar: Lowly	R	2.00	3.00	4.00
Khabar: Towers, Al-Khabar	R	2.00	3.00	4.00
Left for Dead	R	2.00	3.00	4.00
Lupine Assault	R	2.00	3.00	4.00
Malleable Visage	R	2.00	3.00	4.00
Mythic Form	R	2.00	3.00	4.00
National Guard Support	R	2.00	3.00	4.00
Path of Bone, The	R	2.00	3.00	4.00
Path of Paradox, The	R	2.00	3.00	4.00
Perfect Clarity	R	2.00	3.00	4.00
Provision of the Silica	R	2.00	3.00	4.00
Puppeteer (Wraith)	R	2.00	3.00	4.00
Qeb, the Evil Doer (Bane Mummy)	R	2.00	3.00	4.00
Reinforcements	R	2.00	3.00	4.00
Sargon Fragment, The	R	2.00	3.00	4.00
Set's Call	R	2.00	3.00	4.00
Shadow Parasite	R	2.00	3.00	4.00
Shroud Mastery	R	2.00	3.00	4.00
Sight of Hand	R	2.00	3.00	4.00
Snake Grenade	R	2.00	3.00	4.00
Sniper Rifle	R	2.00	3.00	4.00
Sutekh, The Dark God	R	2.00	3.00	4.00
Tygod	R	2.00	3.00	4.00
Tower of London	R	2.00	3.00	4.00
Treasured Samaji	R	2.00	3.00	4.00
Tutu the Doubly Evil One (Bane Mummy)	R	2.00	3.00	4.00
U-Shu, The Shepherd	R	2.00	3.00	4.00
Veneficorum Artum Sanguis	R	2.00	3.00	4.00
Visit from the Capuchin	R	2.00	3.00	4.00
Wave of Lethargy	R	2.00	3.00	4.00
Week of Nightmares	R	2.00	3.00	4.00
Wendell Delburton (Hunter)	R	2.00	3.00	4.00

VAMPIRE: THE ETERNAL STRUGGLE: BLOODLINES

Full Set (162 cards)	150.00	200.00	250.00
Booster Pack (15 cards)	2.00	2.50	3.00
Booster Box (36 packs)	50.00	60.00	70.00
Uncommons	25	50	25
Commons	10	15	25

Full Set (196 cards)	150.00	200.00	250.00	
Booster Pack (15 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Uncommons	.25	.50	.25	
Commons	.10	.15	.25	
Armor of Terra	R	2.00	3.00	4.00
Art's Traumatic Essence	R	2.00	3.00	4.00
Ashes to Ashes	R	2.00	3.00	4.00
Basisk's Touch	R	2.00	3.00	4.00
Battle Opera House	R	2.00	3.00	4.00
Beast Mead	R	2.00	3.00	4.00
Biancho Hill	R	2.00	3.00	4.00
Blessing of the Name	R	2.00	3.00	4.00
Blossfi, Agony	R	2.00	3.00	4.00
Bond with the Mountain	R	2.00	3.00	4.00
Cal the Great Beast	R	2.00	3.00	4.00
Changelin Ward	R	2.00	3.00	4.00
Coagulated Entity	R	2.00	3.00	4.00
Condemnation: Betrayed	R	2.00	3.00	4.00
Condemnation: Doomed	R	2.00	3.00	4.00
Condemnation: Languid	R	2.00	3.00	4.00
Consented Statue	R	2.00	3.00	4.00
Contagion	R	2.00	3.00	4.00
Darking Trickery	R	2.00	3.00	4.00
Defender of the Haven	R	2.00	3.00	4.00
Denia of Aphrodite's Favor	R	2.00	3.00	4.00
Draught of the Soul	R	2.00	3.00	4.00
Dust to Dust	R	2.00	3.00	4.00
Echo of Harmonies	R	2.00	3.00	4.00
Elemental Stoicism	R	2.00	3.00	4.00
Enfurying Fury	R	2.00	3.00	4.00
Erebus Mask	R	2.00	3.00	4.00
Frozen Object	R	2.00	3.00	4.00
Gestalt	R	2.00	3.00	4.00
Gift of Bellona	R	2.00	3.00	4.00
Hag's Whiskers	R	2.00	3.00	4.00
Herald of Tophet	R	2.00	3.00	4.00
High Top	R	2.00	3.00	4.00
Hurtzopochiti	R	2.00	3.00	4.00
Iron Heart	R	2.00	3.00	4.00

VAMPIRE: THE ETERNAL STRUGGLE: PROMOS

WOTC/WHITE WOLF-1995				
Uncommons	25	50	25	
Commons	10	15	25	
Dan Murdoch	PR	5.00	8.00	10.00
Fabima al-Faqad	PR	2.00	3.00	4.00
Hesha Ruhadze	PR	2.00	3.00	4.00
Lucita	PR	2.00	3.00	4.00
Mariana Gilbert	PR	2.00	3.00	4.00
Sascha Vykos, The Angel of Came				
	PR	2.00	3.00	4.00
The Baron	PR	2.00	3.00	4.00

WARHAMMER 40,000: BATTLE FOR PANDORA PRIME

WARHAMMER 40,000: BATTLE FOR PANDORA PRIME			
EASYPATH NAMES 2001			
Full Set (266 Cards)	100.00	150.00	180.00
Full Foil Set (263 cards)	300.00	400.00	500.00
Booster Box (40 Packs)	75.00	90.00	110.00
Booster Pack (12 Cards)	2.00	3.00	4.00
Starter Box (12 Decks)	85.00	100.00	115.00
Starter Deck (55 Cards)	7.50	9.00	11.00
Uncommons	25	50	25
Commons	10	15	25
5th Co. Stan, Bearer	R	2.50	3.50 4.50
Adaptas Sorentias	R	8.00	10.00 12.00
Alkhali	R	2.00	3.00 4.00
Assault Drop Pods	R	8.00	10.00 12.00
Assumen	R	5.00	6.00 7.00
Avater	UR	2.00	3.00 4.00
Battle Wagon	UR	3.00	4.00 5.00
Bloodthirster	R	10.00	12.00 15.00
Boss Snikrot	R	2.00	3.00 4.00
Boss Zagzrot	UR	2.00	3.00 4.00
Captain Agemman	R	3.00	4.00 5.00
Captain Miller	R	12.00	15.00 20.00
Chaos Dreadnought	R	3.00	4.00 5.00
Chaos Land Raider	R	3.00	4.00 5.00
Chaos Obliterators	R	3.50	4.50 5.50
Chaos Thunderhawk	R	2.00	3.00 4.00
Chaos Veterans	R	3.00	4.00 5.00
Cobra	R	2.00	3.00 4.00
Command Bunker	R	6.00	8.00 10.00
Command Rhino	R	3.50	4.50 5.50
Commander Refenath	UR	7.00	8.00 9.00
Da Redskull Kommandos	R	8.00	10.00 12.00
Damion Prince	R	2.50	3.50 4.50
Death Company	R	3.00	4.00 5.00
Downrider	UR	2.00	3.00 4.00
Drop Pods	UR	5.00	6.00 7.00
Eldrad Ultrah	R	2.00	3.00 4.00
Erebus, Chaos Lord	R	7.00	10.00 12.00
Falcon	UR	2.00	3.00 4.00
Fiends of Saanesh	R	3.50	4.50 5.50
Fights-Bommarz	R	3.00	4.00 5.00
Fire Prism	R	3.00	4.00 5.00
Force Field Generator	R	2.00	3.00 4.00
Furnace Dreadnought	R	2.00	3.00 4.00
Great Unclash One	R	4.00	6.00 8.00
Inquisitor Eisenhorn	R	20.00	25.00 30.00
Jed Kat Jithan	R	2.50	3.50 4.50
Jethiko Squad Aladram	R	2.00	3.00 4.00
Jethiko Squad Asurilyn	R	2.00	3.00 4.00
Keeper of Secrets	R	8.00	10.00 12.00
Kham the Betrayer	R	3.00	4.00 5.00
Khorne Berserkers	UR	3.00	5.00 7.00
Khorne Tower of Skulls	R	2.00	3.00 4.00
Kir-zit, Daemon Prince	UR	3.00	4.00 5.00
Land Raider	UR	3.00	4.00 5.00
Laereth	R	2.50	3.50 4.50
Leotias	R	2.00	3.00 4.00
Lotted Land Raida	R	3.00	4.00 5.00
Lotted Leman Russ	R	2.00	3.00 4.00
Lotted Rhino	R	2.00	3.00 4.00
Lord of Change	R	10.00	12.00 15.0

Starter Box (10 decks)	60.00	70.00	80.00
Commons	10	15	25

Alessandra	R	3.50	4.50	5.50
Amulet of Ilusion	R	2.50	3.50	4.50
Ananda's Armor	R	3.00	4.00	5.00
Assassination	R	3.50	4.50	5.50
Bag of Holding	R	2.50	3.50	4.50
Balmhear's Potion	R	3.50	4.50	5.50
Bar Fight	R	3.00	4.00	5.00
Blade of Syneri	R	2.50	3.50	4.50
Boots of Speed	PR	4.00	5.00	6.00
Bracers of Member	R	2.50	3.50	4.50
Chain Lightning	R	4.50	5.50	6.50
Circle of Protection	R	2.00	3.00	4.00
Cleave	R	3.00	4.00	5.00
Cloak of Protection	PR	10.00	15.00	20.00
Cordeas	R	3.00	4.00	5.00
Count Damien	R	3.50	4.50	5.50
Crown of Command	PR	10.00	15.00	20.00
Crushbone Mace	PR	10.00	15.00	20.00
Crystalline Staff	R	2.50	3.50	4.50
Cure Lethal Wounds	R	3.00	4.00	5.00
Darian Windsor	R	2.00	3.00	4.00
Demon of Kvar	R	4.00	6.00	8.00
Deverean Hound	R	2.00	3.00	4.00
Divine Guidance	R	2.00	3.00	4.00
Divine Protection	R	2.00	3.00	4.00
Duncan Kinslayer	R	3.00	4.00	5.00
Dwarven Signet	R	3.00	4.00	5.00
Extensions	R	3.00	4.00	5.00
Fennis	R	2.00	3.00	4.00
Fett Anyan	R	3.00	4.00	5.00
Final Stand	R	3.00	4.00	5.00
Full Plate	R	3.00	4.00	5.00
Glyph of Fate	R	3.50	4.50	5.50
Glyph of Healing	PR	10.00	15.00	20.00
Great Cleave	R	3.50	4.50	5.50
Gray Elf's Gratitude	R	3.00	4.00	5.00
Hammer of Peronor	R	3.00	4.00	5.00
Holy Energy	R	2.00	3.00	4.00
Husk	R	3.50	4.50	5.50
If You Still Breathe	PR	2.00	3.00	4.00
Imperial Amulet	R	3.00	4.00	5.00
Inferno	R	3.00	4.00	5.00
Jack of All Trades	R	1.40	2.00	2.50
Johan Halfblood	R	4.00	5.00	6.00
Kerebus	R	3.50	4.50	5.50
King Xod	R	4.00	5.00	6.00
Kohn Peacehand	R	3.00	4.00	5.00
Lady Eriane	R	3.00	4.00	5.00
Lathos	R	2.50	3.50	4.50
Leutenant Dumbat	R	3.00	4.00	5.00
Lord Gahd Rellon	R	3.50	4.50	5.50
Loyalty's Reward	R	2.50	3.50	4.50
Maid of Virtue	R	2.50	3.50	4.50
Mass Blessing	R	10.00	12.00	15.00
Master Anandae	R	3.00	4.00	5.00
Maximilian	R	3.00	4.00	5.00
Meteor Swarm	R	3.50	4.50	5.50
Paging	R	2.00	3.00	4.00
Poison dagger	R	2.00	3.00	4.00
Poison	R	3.00	4.00	5.00
Poisoned Blade	R	2.00	3.00	4.00
Power Word: Kill	R	3.00	4.00	5.00
Prezioso Shot	R	2.50	3.50	4.50
Prepared for Battle	R	2.00	3.00	4.00
Prince Alanc	R	3.00	4.00	5.00
Princess Dashkova	R	3.50	4.50	5.50
Rahku, Mennanakh	R	3.00	4.00	5.00
Relentless	R	2.50	3.50	4.50
Robe of the Wind	R	2.50	3.50	4.50
Rod of Roaring Flames	PR	4.00	5.00	6.00
Rod of Striking	PR	4.00	5.00	6.00
Rren'the	R	2.50	3.50	4.50
Sethush	R	2.50	3.50	4.50
Signon's Armor	R	3.50	4.50	5.50
Sir Soron's Echant	R	3.00	4.00	5.00
Slayer's Tome	PR	10.00	15.00	20.00
Slown	R	2.50	3.50	4.50
Smoke Bomb	R	2.00	3.00	4.00
Sorcha	R	4.00	5.00	6.00
Soul Stealer	PR	2.00	3.00	4.00
Staff of War	R	2.50	3.50	4.50
Stinking Cloud	R	1.75	2.50	3.00
Strike True	R	1.75	2.50	3.00
Strangarm	R	2.00	3.00	4.00
Summon Avatar	R	2.00	3.00	4.00
Summon Champion	R	2.00	3.00	4.00
Summon Monster	R	1.75	2.50	3.00
Symbol of Kerebus	PR	5.00	7.50	9.50
Tales at the Inn	R	2.50	3.50	4.50
Tears of the Storm	R	4.00	6.00	8.00
Teleport	R	2.00	3.00	4.00
Tephroth	R	2.00	3.00	4.00
Test of Faith	R	2.00	3.00	4.00
The Beast Knight	R	3.00	4.00	5.00
The Better Part of Valor	R	1.75	2.50	3.00
The King's Lady	R	3.00	4.00	5.00
Timber Wolf	R	3.00	4.00	5.00
Too Fast to See	R	2.50	3.50	4.50
Toren Ysca	PR	10.00	12.00	15.00
Turned to Stone	R	2.50	3.50	4.50
Uther Killer of Bears	R	4.00	5.00	6.00
Vahdrok the Crippler	R	2.50	3.50	4.50
Varg	R	3.00	4.00	5.00
Vedalsaron	R	2.00	3.00	4.00
Virtue	R	2.00	3.00	4.00
War Rune	R	2.00	3.00	4.00
Wyvernson Robe	R	2.50	3.50	4.50
Wyvernson Bow	R	2.50	3.50	4.50
Yedraw's Tooth	R	3.00	4.00	5.00
Za'	R	2.50	3.50	4.50

WARLORD: ASSASSIN'S STRIKE

ALDERAC ENTERTAINMENT-2001

Full Set (111 Cards)		100.00	125.00
Booster Pack (11 cards)		2.00	2.75
Booster Box (48 packs)		70.00	90.00
Starter Deck (60 cards)		7.00	8.00
Starter Box (10 decks)		60.00	70.00
Commons		10	15
Acid Breath	R	1.40	2.00
Alhana GeneCourt	R	2.00	3.00
Amulet of Force	R	3.00	4.00
Anton Cyldragon	R	2.00	3.00
Barness Lucana	R	2.50	3.50
Blackwind	R	2.00	3.00
Bracers of Ogre Power	R	3.00	4.00
Breastplate of Power	R	6.00	8.00
Daedra	R	2.50	3.50
Doombringer	R	2.00	3.00
Dragonhide Shield	R	1.75	2.50
Faive Mightyheart	R	1.75	2.50
Howl of the Wolves	R	1.40	2.00
Masterwork Armor	PR	10.00	15.00
Highmist Cloak	R	2.50	3.50
Orazuk	R	2.00	3.00
Portable Hole	R	2.50	3.50
Premortation	R	1.40	2.00
Prismatic Spray	R	2.00	3.00
Protection	R	1.40	2.00
Punch Daggers	PR	3.50	4.50
Rac Ironbone	R	4.50	5.50
Rod of Absorption	PR	25.00	35.00
Saul Tombcarver	R	2.00	3.00
Sedwyn Effluvent	R	2.00	3.00
Serak the Poisoner	R	2.50	3.50
Shield of Ancient Kings	R	1.75	2.50
Speed of the Cheetha	R	1.75	2.50
Strength of Death	R	1.75	2.50
Taith	R	4.50	5.50
Thunderhammer	R	3.50	4.50
Vargum	R	2.50	3.50
Vorpal Blade	R	3.00	4.00
Wall of Fire	R	2.00	3.00
Wheel of Fate	R	2.00	3.00
Whirlwind Attack	R	2.50	3.50
Whirlwind	R	1.75	2.50

WARLORD: GOOD AND EVIL

ALDERAC ENTERTAINMENT-2001

Full Set (162 Cards)	100.00	125.00
Booster Pack (11 cards)	2.00	2.75
Booster Box (48 packs)	70.00	90.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	60.00	70.00
Commons	10	15
Aenne the Tempest	R	3.00
Atrial Hammer	R	2.00
Aurora Flame	R	2.00
Bands of Force	R	2.00
Baraklei	R	3.00
Battle Plans	R	2.50
Between the Ribs	R	2.50
Cardinal Scelus	R	3.00
Daansu Batok	R	3.00
Divine Anguish	R	2.50
Donovan Che-har	R	3.00
Earthquake	R	3.00
Elegy	R	2.50
Elephant Form	R	2.00
Ellyan	R	3.00
Eye of Morghen	R	2.00
Eyestalk of Fear	R	2.00
Eyestalk of Sith	R	2.00
Gaston Bonhomme	R	3.00
Golden Dragon Shield	R	2.50
Hawk	R	2.50
Inspiration	R	2.50
Jad harak	R	2.50
Jann' in A-was	R	2.50
Lava Burst	R	3.00
Life Drain	R	2.50
Memory's Flame	R	2.00
Morghen Dytanus	R	4.50
No Rest	R	2.00
Nokhtkrüger	R	2.50
Poisoned Blood	R	2.50
Rite of Eternal Darkness	R	2.50
Roc Form	R	2.00
Rod of Wonder	R	2.00
Scales of the Storm	R	3.00
Sir Magnus Arcades	R	3.00
Soul Chamber	R	2.50
Spider Form	R	2.00
Sunreaver	R	2.00
Summon Ally	R	3.00
Summon Gargoye	R	2.00
The Gauntlet	R	2.50
The Quest Beast	R	2.50
Undead	R	2.50
Vengeance	R	3.00
Walk on Wind	R	2.00
Wall of Stone	R	2.00
Word of Recall	R	2.00

Yscair the Elder	R	3.50	4.50	5.50
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WARLORD: TOOTH AND CLAW

ALDERAC ENTERTAINMENT-2002

Full Set (184 Cards)	100.00	200.00	
Booster Pack (11 cards)	1.85	2.75	
Booster Box (48 packs)	80.00	100.00	
Starter Deck (60 cards)	7.00	8.00	
Starter Box (10 decks)	60.00	70.00	
Commons	.10	.15	
Abyss Edge	R	2.00	3.00
Adhilleus	D	4.00	6.00
Andover Signet	R	3.00	4.00
Animate Objects	R	2.00	3.00
Back at You!	R	1.00	2.00
Bood Beneath Your Wings	R	4.00	5.00
Booster Pack (11 cards)	R	3.00	4.00
Case Ben-Jinn	R	4.00	5.00
Cause Serious Wounds	R	2.00	3.00
Conjuration	R	2.00	3.00
Curse of Steel	R	2.00	3.00
Darkside Armor	R	3.00	4.00
Deverean Coronet	D	3.00	4.00
Duke Logranth	R	3.00	4.00
Duplicate	R	3.00	4.00
Earth Elements	R	4.00	5.00
Elbowwood	R	2.00	3.00
Esa	R	3.00	4.00
Flamespitter	R	3.00	4.00
Fleshredder	R	2.00	3.00
Gethsme Steelshard	D	2.00	3.00
Gift of Jodel	D	3.00	4.00
Gravity Flux	R	4.00	6.00
Hammer Toss	R	3.00	4.00
Hammer's Soul	D	2.00	3.00
Isolation	R	3.00	4.00
Jakkas of Mowm	R	3.00	4.00
Kul of Clan Tergoth	R	4.00	5.00

WHATEVER

Lady Tomhawk	R	3.00	4.00
Land Winter	D	4.00	5.00
Madga's Quick-Strike	R	4.00	5.00
Makusog	D	3.00	4.00
Mantle of Control	R	3.00	4.00
Makappa Basilisk	D	3.00	4.00
Master Caudecus	D	3.00	4.00
Madred of Carous	D	4.00	5.00
Murgen	R	4.00	5.00
Nedrag Warbanner	D	3.00	4.00
Nephire	R	2.00	3.00
Rise and Obey!	R	2.00	3.00
Roamed Wadethr	R	3.00	4.00
Ruthless	R	3.00	4.00
Sangucum	R	3.00	4.00
Sangucum	R	3.00	4.00
Scepter of the Seven	D	3.00	4.00
South Hellbringer	D	2.00	3.00
Sea of Flame	R	3.00	4.00
Seraphina Carazon	R	3.00	4.00
Shadow of Lies	R	2.00	3.00
Sigmon's Disciples	R	3.00	4.00
Sneak	D	2.00	3.00
Snow Elk Mount	R	3.00	4.00
Staff of Snow	D	2.00	3.00
Staff of the Traveler	R	2.00	3.00
Stormwraith's Oath	R	3.00	4.00
Ter-Sath	5.00	6.00	
Total Blast	R	3.00	4.00
Tot Stubborn to Die	R	4.00	5.00
Unceain Spurts	R	2.00	3.00
Unel	R	4.00	5.00
Vision	R	2.00	3.00
Weapon Specialization	R	2.00	3.00
Winnowalk	R	2.00	3.00
Wh...	R	2.00	3.00

RAW DEAL

collectible card game

Price Guide

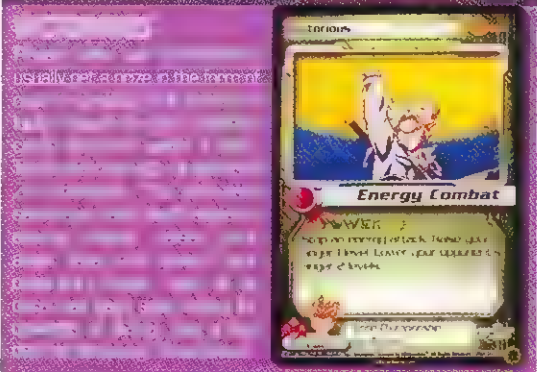
Pet and Gerry	R	2.00	3.00	4.00
Patented Austin Kick	R	2.00	3.00	4.00
Patented Rock Footstomp	R	4.00	6.00	10.00
Pedigree	R	10.00	15.00	20.00
Piledriver	R	2.00	3.00	4.00
Power of Darkness	R	6.00	8.00	10.00
Powerbomb	R	2.00	3.00	4.00
Powerslam	R	2.00	3.00	4.00
Press Slam	R	2.00	3.00	4.00
Puppies' Puppies	R	2.00	3.00	4.00
Rattlesnake Rulz	R	8.00	10.00	12.00
Rock Bottom	S	.25	.50	1.00
Russian Leg Sweep	R	2.00	3.00	4.00
Samoan Drop	R	2.00	3.00	4.00
Shane O Mac	R	2.00	3.00	4.00
Shit Out Powerbomb	R	2.00	3.00	4.00
Smackdown Hotel	S	.25	.50	1.00
Snap Mare	R	2.00	3.00	4.00
Spear	R	2.00	3.00	4.00
Spinning Heel Kick	R	2.00	3.00	4.00
Springboard Moonsault	S	.25	.50	1.00
Stagger	R	2.00	3.00	4.00
Stone Cold Steve Austin	S	.25	.50	1.00
Stone Cold Stunner	R	6.00	8.00	10.00
Superkick	R	6.00	8.00	10.00
Take That Move	S	.25	.50	1.00
The People's Elbow	R	2.00	3.00	4.00
The People's Eyebrow	R	6.00	8.00	10.00
The Rock	S	.40	.60	.80
The Undertaker	S	.40	.60	.80
Torture Rack	R	2.00	3.00	4.00
Tree of Woe	S	.25	.50	1.00
Undertaker's S Lp	S	.25	.50	1.00
Undertaker's Chokeslam	S	.25	.50	1.00
Undertaker's Clothes	S	.25	.50	1.00
Undertaker's Piledriver Finisher	S	.25	.50	1.00
Wais of Jencho	R	2.00	3.00	4.00
Y2J	S	.25	.50	1.00

WWF RAW DEAL: FULLY LOADED

COMIC IMAGES-2001				
Full Set (150 cards)	150.00	200.00	250.00	
Booster Pack (12 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Starter Deck (61 cards)	6.00	7.00	8.00	
Starter Box (12 decks)	50.00	60.00	70.00	
Uncommons	.25	.50	1.00	
Commons	.10	.15	.25	
COMIC IMAGES-2002				
Full Set (150 cards)	150.00	200.00	250.00	
Booster Pack (12 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Starter Deck (61 cards)	6.00	7.00	8.00	
Starter Box (12 decks)	50.00	60.00	70.00	
Uncommons	.25	.50	1.00	
Commons	.10	.15	.25	
Attitude Adjustment	R	3.00	4.00	5.00
Austin Elbow Smash	F	.25	.50	1.00
Attitude of Rock 'n' Roll-a	UR	8.00	10.00	12.00
Bad Ass Chokeslam	F	.25	.50	1.00
Bang! Bang!	F	.25	.50	1.00
Barbed Wire Baseball Bat	UR	8.00	10.00	12.00
Big Shup d Gnn	UR	8.00	10.00	12.00
Boston Crab	R	2.00	3.00	4.00
Buildup	R	2.00	3.00	4.00
Cactus Clothesline	F	.25	.50	1.00
Cactus Jack	F	.40	.60	.80
Chair Shot	UR	8.00	10.00	12.00
Chris' Double Arm DDT	UR	8.00	10.00	12.00
Chris' Shot	N	2.00	3.00	4.00
Chris Benoit	F	.40	.60	.80
Chris Jericho	F	.25	.50	1.00
Claw (V2.1)	R	2.00	3.00	4.00
Claw (V2.2)	R	2.00	3.00	4.00
Combination Attack	R	2.00	3.00	4.00
Cropper Crossface	UR	8.00	10.00	12.00
DDT	R	4.00	6.00	8.00
Dead Man Inc.	F	.25	.50	1.00
Dead Man Walking	F	.25	.50	1.00
Disqualification	R	2.00	3.00	4.00
Don't You Never... Ever!	F	.25	.50	1.00
Double Digits	F	.25	.50	1.00
Double Underhook Suplex	R	2.00	3.00	4.00
Egg Boast	R	2.00	3.00	4.00
Enter the Statusphere	R	2.00	3.00	4.00
European Uppercut (V2.1)	R	2.00	3.00	4.00
European Uppercut (V2.2)	R	2.00	3.00	4.00
Facebuster	F	.25	.50	1.00
Fisherman's Suplex	R	2.00	3.00	4.00
Get Hardcore!	UR	8.00	10.00	12.00
Ghost Swing	R	2.00	3.00	4.00
Guineine Stretch	R	2.00	3.00	4.00
Head-and-Arms Tazplex	F	.25	.50	1.00
Hellfire & Brimstone	UR	8.00	10.00	12.00
Hurricane	R	2.00	3.00	4.00
I Am the Game	F	.25	.50	1.00
I'll Make You Famous	UR	8.00	10.00	12.00
Inferno Match	R	2.00	3.00	4.00
Integrity	F	.25	.50	1.00
Intelligence	F	.25	.50	1.00
Intensity	F	.25	.50	1.00
It's True, It's True!	UR	8.00	10.00	12.00
Kamikaze Headbutt	F	.25	.50	1.00
Kane's Chokeslam	F	.40	.60	.80
Kane's Flying Clothesline	F	.25	.50	1.00
Kane's Rhythm	F	.25	.50	1.00
Kane's Tombstoner Piledriver	UR	8.00	10.00	12.00

Jackhammer	R	2.00	3.00	4.00
Japanese Arm Drag	R	2.00	3.00	4.00
Jaw Jammer	R	2.00	3.00	4.00
Juke 'N' Jive	R	2.00	3.00	4.00
Kamikaze Headbutt	F	.25	.50	1.00
Kick Out!	R	2.00	3.00	4.00
Kickin' The Shiznit Doggy Style	UR	8.00	10.00	12.00
Kurt Angle	F	.40	.60	.80
Lat no heeeneest!	F	.25	.50	1.00
Leaping Sam Kick	R	2.00	3.00	4.00
Let's Make Some Noise	R	2.00	3.00	4.00
Masked Vengeance	UR	8.00	10.00	12.00
Missile Dropkick	R	2.00	3.00	4.00
Moonsault	R	2.00	3.00	4.00
Northern Lights Suplex	R	2.00	3.00	4.00
Northern Lights Tazplex	F	.25	.50	1.00
Oyn p c Austin	UR	8.00	10.00	12.00
Patented Austin Kick to the Gut	UR	8.00	10.00	12.00
Patented Rock Footstomp	UR	8.00	10.00	12.00
Rabid Wolverine	F	.25	.50	1.00
Reeking of Awesomeness	R	2.00	3.00	4.00

BIG \$\$\$ PROMOS



Ref KO'd	R	2.00	3.00	4.00
Rest In Peace	UR	8.00	10.00	12.00
Rush Driver	F	.25	.50	1.00
Rush	F	.40	.60	.80
Series of Suplexes	F	.25	.50	1.00
Shoulder Breaker	R	2.00	3.00	4.00
Sidewalk Slam	R	2.00	3.00	4.00
Small Package	R	2.00	3.00	4.00
Snap Senton Splash	F	.25	.50	1.00
Springboard Drop Kick	UR	8.00	10.00	12.00
STF	R	2.00	3.00	4.00
Stink Face	F	.25	.50	1.00
Study for Your GED	F	.25	.50	1.00
Suicide Plancha	R	2.00	3.00	4.00
Superkick	R	2.00	3.00	4.00
T-Bone Tazplex	F	.25	.50	1.00
Taz	F	.40	.60	.80
Tazmission	UR	8.00	10.00	12.00
The 9th Wonder of the World	UR	8.00	10.00	12.00
The Federation's Purest Athlete	R	2.00	3.00	4.00
Thug It - Dead	UR	8.00	10.00	12.00
Time Keeper's Bell	R	2.00	3.00	4.00
Tom Enters the Fray	F	.25	.50	1.00
Trash Can	R	2.00	3.00	4.00
Triple H's Reverse Neck Breaker	UR	8.00	10.00	12.00
Turn the Tide	R	2.00	3.00	4.00
X-Factor	UR	8.00	10.00	12.00

WWF RAW DEAL: BACKLASH

COMIC IMAGES-2001				
Full Set (150 cards)	150.00	200.00	250.00	
Booster Pack (12 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Starter Deck (61 cards)	6.00	7.00	8.00	
Starter Box (12 decks)	50.00	60.00	70.00	
Uncommons	.25	.50	1.00	
Commons	.10	.15	.25	
COMIC IMAGES-2002				
Full Set (150 cards)	150.00	200.00	250.00	
Booster Pack (12 cards)	2.00	2.50	3.00	
Booster Box (36 packs)	50.00	60.00	70.00	
Starter Deck (61 cards)	6.00	7.00	8.00	
Starter Box (12 decks)	50.00	60.00	70.00	
Uncommons	.25	.50	1.00	
Commons	.10	.15	.25	
Attitude Adjustment	R	3.00	4.00	5.00
Austin Elbow Smash	F	.25	.50	1.00
Attitude of Rock 'n' Roll-a	UR	8.00	10.00	12.00
Bad Ass Chokeslam	F	.25	.50	1.00
Bang! Bang!	F	.25	.50	1.00
Barbed Wire Baseball Bat	UR	8.00	10.00	12.00
Big Shup d Gnn	UR	8.00	10.00	12.00
Boston Crab	R	2.00	3.00	4.00
Buildup	R	2.00	3.00	4.00
Cactus Clothesline	F	.25	.50	1.00
Cactus Jack	F	.40	.60	.80
Chair Shot	UR	8.00	10.00	12.00
Chris' Double Arm DDT	UR	8.00	10.00	12.00
Chris' Shot	N	2.00	3.00	4.00
Chris Benoit	F	.40	.60	.80
Chris Jericho	F	.25	.50	1.00
Claw (V2.1)	R	2.00	3.00	4.00
Claw (V2.2)	R	2.00	3.00	4.00
Combination Attack	R	2.00	3.00	4.00
Cropper Crossface	UR	8.00	10.00	12.00
DDT	R	4.00	6.00	8.00
Dead Man Inc.	F	.25	.50	1.00
Dead Man Walking	F	.25	.50	1.00
Disqualification	R	2.00	3.00	4.00
Don't You Never... Ever!	F	.25	.50	1.00
Double Digits	F	.25	.50	1.00
Double Underhook Suplex	R	2.00	3.00	4.00
Egg Boast	R	2.00	3.00	4.00
Enter the Statusphere	R	2.00	3.00	4.00
European Uppercut (V2.1)	R	2.00	3.00	4.00
European Uppercut (V2.2)	R	2.00	3.00	4.00
Facebuster	F	.25	.50	1.00
Fisherman's Suplex	R	2.00	3.00	4.00
Get Hardcore!	UR	8.00	10.00	12.00
Ghost Swing	R	2.00	3.00	4.00
Guineine Stretch	R	2.00	3.00	4.00
Head-and-Arms Tazplex	F	.25	.50	1.00
Hellfire & Brimstone	UR	8.00	10.00	12.00
Hurricane	R	2.00	3.00	4.00
I Am the Game	F	.25	.50	1.00
I'll Make You Famous	UR	8.00	10.00	12.00
Inferno Match	R	2.00	3.00	4.00
Integrity	F	.25	.50	1.00
Intelligence	F	.25	.50	1.00
Intensity	F	.25	.50	1.00
It's True, It's True!	UR	8.00	10.00	12.00
Kamikaze Headbutt	F	.25	.50	1.00
Kane's Chokeslam	F	.40	.60	.80
Kane's Flying Clothesline	F	.25	.50	1.00
Kane's Rhythm	F	.25	.50	1.00
Kane's Tombstoner Piledriver	UR	8.00	10.00	12.00

Blown Spot	R	2.00	3.00	4.00
Brothers 'til the End	UR	8.00	10.00	12.00
Buh-Buh Bomb	UR	8.00	10.00	12.00
Buh-Buh Drop	F	.25	.50	1.00
Buh-Buh Punch	R	2.00	3.00	4.00
Busted Wide Open	R	2.00	3.00	4.00
Catastrophic Stare	R	2.00	3.00	4.00
Censored	F	.25	.50	1.00
Con-Chair-To	UR	8.00	10.00	12.00
Cruelty Rollup	R	2.00	3.00	4.00
D-Van... Get the Table	R	2.00	3.00	4.00
Don't Mess with the Champ!	R	2.00	3.00	4.00
DTA	UR	8.00	10.00	12.00
Dudley Boyz	F	.25	.50	1.00
Eddie's Roll Up	UR	8.00	10.00	12.00
Edge & Christian	F	.40	.60	.80
Edge-O-Matic	UR	8.00	10.00	12.00
For the Benefit of Those with Flash Photography	R	2.00	3.00	4.00
Fully Loaded!	F	.25	.50	1.00
Greetings to Our Fans In Where the Hell Are We?	R	2.00	3.00	4.00
Half Hour Suplex	R	2.00	3.00	4.00
Hardy Boyz	F	.25	.50	1.00
Head Turn	R	2.00	3.00	4.00
Here a Mark, There a Mark, Everywhere a Mark	R	2.00	3.00	4.00
Hung Out to Dry	R	2.00	3.00	4.00
I Did It For You	UR	8.00	10.00	12.00
I'm Gonna Put You Through the Ring	R	2.00	3.00	4.00
Inorte the Fans!	R	2.00	3.00	4.00
Just Another Victim	UR	8.00	10.00	12.00
Kazoo Theme Songs	R	2.00	3.00	4.00
Listen, You Reekazoid!	F	.25	.50	1.00
Luta to the Xtreme	R	2.00	3.00	4.00
Matt Hardy's Patented Leg Drop	F	.25	.50	1.00
Matt's Moonsault	R	2.00	3.00	4.00

What's Wrong with You People?	R	2.00	3.00	4.00
Where Are Your Medals?	UR	8.00	10.00	12.00
Whisper n the Wind	F	.25	.50	1.00
Workin on the Knee	R	2.00	3.00	4.00
You're Not in My League	R	2.00	3.00	4.00

Keibler's Cookies	R	2.00	3.00	4.00
Jita	F	4.00	6.00	8.00
Jita's Drop Kick	F	25	50	100
Jita-cannara	F	25	50	100
Jita-sault	UR	10.00	15.00	20.00
Live for the Moment	UR	8.00	10.00	12.00
Money Talks "BS" Walks	R	2.00	3.00	4.00
No Way Out	R	2.00	3.00	4.00
Not Today, Pa.	R	2.00	3.00	4.00
Pac's Pack	LR	8.00	10.00	12.00
Pump Kick	R	2.00	3.00	4.00
R - V - D	UR	10.00	12.00	15.00
Raven Effect DDT	JR	10.00	12.00	15.00
Rega Stretch	JR	8.00	10.00	12.00
Ring Rats	R	2.00	3.00	4.00
Ring Steps	R	2.00	3.00	4.00
Rob Van Dam	F	4.00	6.00	8.00
Rolling Thunder	F	25	50	100
Running Bulldog	R	2.00	3.00	4.00
Second Wind	R	2.00	3.00	4.00
Shades of the Great One	R	2.00	3.00	4.00
Showstopper Chokeslam	F	25	50	100
Signed Contract with Linda McMahon	R	2.00	3.00	4.00
Spiritual	UR	8.00	10.00	12.00
Spinning T Kick	F	25	50	100
Sustained Damage	R	2.00	3.00	4.00
Test of Strength	R	2.00	3.00	4.00
The One and Only	LR	8.00	10.00	12.00
TLC Match	LR	8.00	10.00	12.00
Torne Wilson, On It!	JR	8.00	10.00	12.00
Tough Enough!	JR	8.00	10.00	12.00
Ultimate Recharge!	UR	8.00	10.00	12.00
Unforgotten	R	2.00	3.00	4.00
Union Jack	R	2.00	3.00	4.00
V.K.M.'s Patented Big Gulp	R	2.00	3.00	4.00
Van Damington	LR	15.00	20.00	25.00
Wellllllllll!	UR	8.00	10.00	12.00
What About Me? What About Raven?	R	2.00	3.00	4.00
What??? Shut the Hell Up!	R	2.00	3.00	4.00
Would You Please	R	2.00	3.00	4.00
X-treme Thong	UR	15.00	20.00	25.00
You Think You Know Me?	UR	8.00	10.00	12.00
You Will Respect Me	R	2.00	3.00	4.00

WWF RAW DEAL: PROMOS

COMMON IMAGES-2000

Commons	10	15	25
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3D (Non-foil)	PR	2.00	3.00	4.00
Backlash (Alternate art)	PR	2.00	3.00	4.00
Cause Am That Damned Good (Foil)	PR	2.00	3.00	4.00
Criple Crossface (Non-foil)	PR	2.00	3.00	4.00
Critical Injury	PR	2.00	3.00	4.00
Do You Smell What The Rock Is Cookin' (Foil)	PR	2.00	3.00	4.00
Edge and Christian (Non-foil)	PR	2.00	3.00	4.00
Edge (Non-foil)	PR	2.00	3.00	4.00
Flying Body Press	PR	2.00	3.00	4.00
Fortitude Surge	PR	2.00	3.00	4.00
Jenicholous (Foil)	PR	2.00	3.00	4.00
Kurt Angle (Non-foil)	PR	2.00	3.00	4.00
Patented Austin Kick to the Gut (Foil)	PR	2.00	3.00	4.00
Patented Rock Footstomp (Foil)	PR	2.00	3.00	4.00
People's Elbow (Non-foil)	PR	2.00	3.00	4.00
Piledriver	PR	2.00	3.00	4.00
Rattlesnake Ruiz (Foil)	PR	2.00	3.00	4.00
Really Go for a Cheap Pop	PR	2.00	3.00	4.00
Rob Van Dam (Non-foil)	PR	2.00	3.00	4.00
So inebriated (Non-foil)	PR	2.00	3.00	4.00
Stone Cold Steve Austin (Non-foil)	PR	2.00	3.00	4.00
Stone Cold Stunner (Non-foil)	PR	2.00	3.00	4.00
The Rock (Non-foil)	PR	2.00	3.00	4.00
Where the Hell Are We?	PR	2.00	3.00	4.00
World Wrestling Federation European Title Belt	PR	2.00	3.00	4.00
World Wrestling Federation Hardcore Title Belt	PR	2.00	3.00	4.00
World Wrestling Federation Intercontinental Title Belt	PR	2.00	3.00	4.00
World Wrestling Federation Tag Team Title Belt	PR	2.00	3.00	4.00
World Wrestling Federation Title Belt	PR	2.00	3.00	4.00



YU-GI-OH! LEGEND OF BLUE-EYES WHITE DRAGON

UPPER DECK-2002

Full Set (185 Cards)	400.00	550.00	700.00
Booster Pack (9 Cards)	5.00	6.00	7.00

Booster Box (24 Packs)		120.00	140.00	160.00
Starter Deck (50 Cards)		15.00	20.00	25.00
Starter Box (10 Decks)		140.00	180.00	220.00
Unlimited Edition cards' prices are 0.6 to 0.8 times their First Edition versions.				
Aqua Medusa	R	3.00	4.00	5.00
Armed Ninja	R	3.00	4.00	5.00
Beast Fangs	SP	1.00	2.00	3.00
Blue-Eyes White Dragon	UR	40.00	50.00	60.00
Book of Secret Arts	SP	1.00	2.00	3.00
Card Destruction	SR	6.00	8.00	10.00
Celtic Guardian	SR	5.00	6.00	7.00
Charubin the Fire Knight	R	3.00	4.00	5.00
Curse of Dragon	SR	8.00	10.00	12.00
Dark Energy	SP	1.00	2.00	3.00
Dark Hole	SR	4.00	6.00	8.00
Dark Magician	LR	15.00	25.00	30.00
Darkfire Dragon	R	4.00	5.00	6.00
Dragon Capture Jar	R	3.00	4.00	5.00
Dragon Treasure	SP	1.00	2.00	3.00
Dragonage the Wicked Knight	R	3.00	4.00	5.00
Exodia the Forbidden One	UR	40.00	50.00	60.00
Flame Flame	R	3.00	4.00	5.00
Fissure	R	3.00	4.00	5.00
Flame Ghost	R	3.00	4.00	5.00
Flame Swordsman	SR	10.00	12.00	15.00
Flower Wolf	R	3.00	4.00	5.00
Follow Wind	SSP	1.00	2.00	3.00
Fusionist	R	3.00	4.00	5.00
Gaea the Dragon Champion	SEC	60.00	80.00	100.00
Gaea the Fierce Knight	UR	15.00	20.00	25.00
Guard Soldier of Stone	R	3.00	4.00	5.00
Goblin's Secret Remedy	R	3.00	4.00	5.00
Gravedigger Ghoul	R	3.00	4.00	5.00
Hane-hane	R	3.00	4.00	5.00
Karbonia Warrior	R	3.00	4.00	5.00
Laser Cannon Armor	SP	1.00	2.00	3.00
Left Arm of the Forbidden One	JR	30.00	40.00	50.00
Left Leg of the Forbidden One	JR	30.00	40.00	50.00
Legendary Sword	SP	1.00	2.00	3.00
Lord of D.	SR	4.00	6.00	8.00
Machine Conversion Factory	SP	1.00	2.00	3.00
Man-Eater Bug	SR	4.00	6.00	8.00
Meta Dragon	R	4.00	5.00	6.00
Monster Return	UR	8.00	10.00	15.00
Mystical Elf	SR	6.00	8.00	10.00
Mystical Moon	SP	1.00	2.00	3.00
Polymerization	SR	16.00	20.00	25.00
Port of Greed	R	4.00	6.00	8.00
Power of Kaishin	SP	1.00	2.00	3.00
Rageik	SR	10.00	15.00	18.00

Raise Body Heat	SSP	1.00	2.00	3.00
Reaper of the Cards	R	4.00	6.00	8.00
Red-Eyes B. Dragon	UR	30.00	40.00	50.00
Right Arm of the Forbidden One	UR	30.00	40.00	50.00
Right Leg of the Forbidden One	UR	30.00	40.00	50.00
Silver Bow and Arrow	SP	1.00	2.00	3.00
Soul Exchange	SR	4.00	6.00	8.00
Spirit of the Harp	R	3.00	4.00	5.00
Stop Defense	R	3.00	4.00	5.00
Swarm of Revealing Light	SR	12.00	15.00	20.00
The Flute of Summoning Dragon	SR	6.00	8.00	10.00
Trap Hole	SR	4.00	6.00	8.00
Tri-Horned Dragon	SEC	15.00	20.00	25.00
Two-Pronged Attack	R	3.00	4.00	5.00
Vie Bemis	SP	1.00	2.00	3.00
Violet Crystal	SP	1.00	2.00	3.00

Banisher of Light	R	3.00	4.00	5.00
Blue-Eyes Toot Dragon	P/SEC	35.00	40.00	45.00
Blue-Eyes Toot Dragon	SEC	20.00	25.00	30.00
Diamond Dragon	P	20.00	25.00	30.00
Diamond Dragon	UR	12.00	15.00	18.00
Giant Gnu	R	3.00	4.00	5.00
Giant Virus	R	3.00	4.00	5.00
Horn of the Unicorn	SR	4.00	5.00	6.00
Labyrinth Wall	SC	6.00	8.00	10.00
Messenger of Peace	SR	4.00	5.00	6.00
Wimble Flying Squamell	R	3.00	4.00	5.00
Peaceful Death	R	3.00	4.00	5.00
Sayu God	SR	4.00	5.00	6.00
Time Bomber	R	2.00	2.50	3.00
Toon Demon	P	15.00	18.00	20.00
Toon Demon	JR	6.00	8.00	10.00
Toon-Mermaid	SR	6.00	8.00	10.00
Toon World	P	15.00	20.00	25.00
Toon World	UR	6.00	8.00	10.00

YU-GI-OH! (JAPANESE): MAGIC RULER

KONAMI-2000

Full Set (50 cards)	80.00	100.00	120.00
Booster Pack (11 cards)	2.00	3.00	4.00
Booster Box (30 packs)	70.00	80.00	90.00
Commons	25	35	50

Confiscate	R	2.00	2.50	3.00
Curse of Pentagram	P	15.00	20.00	25.00
Curse of Pentagram	LR	8.00	10.00	12.00
Demon's Axe	SR	12.00	15.00	18.00
Demon's Scout	SR	8.00	10.00	12.00
Forceful Gate Guardian	SR	4.00	5.00	6.00
Highway To	R	2.00	2.50	3.00
Sacrifice	UR	10.00	12.00	15.00
Slot Machine AM-7	P	15.00	20.00	25.00
Slot Machine AM-7	UR	6.00	8.00	10.00
Twilight	R	2.00	2.50	3.00
Usurper	SR	8.00	10.00	12.00

YU-GI-OH! (JAPANESE): PHAROAH'S SERVANT

KONAMI-2000

Full Set 56 cards	150.00	200.00	250.00
Booster Pack (11 cards)	2.00	3.00	4.00
Booster Box (30 packs)	70.00	80.00	90.00
Commons	25	35	50

YU-GI-OH! (JAPANESE): CURSE OF ANUBIS

KONAMI-2000

Full Set (56 cards)	150.00	200.00	250.00
Booster Pack (11 cards)	2.00	3.00	4.00
Booster Box (30 packs)	70.00	80.00	90.00
Commons	25	35	50

Apocalypse of Extermination	R	4.00	5.00	6.00
Apocalypse of Extermination	R	4.00	5.00	6.00
Bastard Blade	P	15.00	20.00	25.00
Bastard Blade	LR	8.00	10.00	12.00
Call of Living Dead	SC	6.00	8.00	10.00
Chain Destruction	P	12.00	15.00	18.00
Chain Destruction	JR	6.00	8.00	10.00
Early Sun	R	8.00	10.00	12.00
Fortia	R	4.00	5.00	6.00
Magica Top hat	SR	6.00	8.00	10.00
Parasite	P	15.00	20.00	25.00
Parasite	UR	8.00	10.00	12.00
Psycho Shocker-Android	P/SEC	25.00	30.00	35.00
Psycho Shocker-Android	SEC	15.00	20.00	25.00
Roya Decree	SR	10.00	12.00	15.00
Shadow Grave	R	3.00	4.00	5.00
Silver Mirror Wall	SR	4.00	5.00	6.00
Suleiman's Book of Law	R	2.00	2.50	3.00
Sword of Sealing	SR	6.00	8.00	10.00

YU-GI-OH! (JAPANESE): THOUSAND-EYES BIBLE

KONAMI-2000

Full Set (94 cards)	100.00	150.00	200.00
Booster Pack (11 cards)	2.00	3.00	4.00
Booster Box (30 packs)	70.00	80.00	90.00

LETHAL DECKS FOR CCG TOURNEYS

KillerDecks

WWF Raw Deal

You're Raven and you want to feel as much pain as possible, because with the pain comes victory.

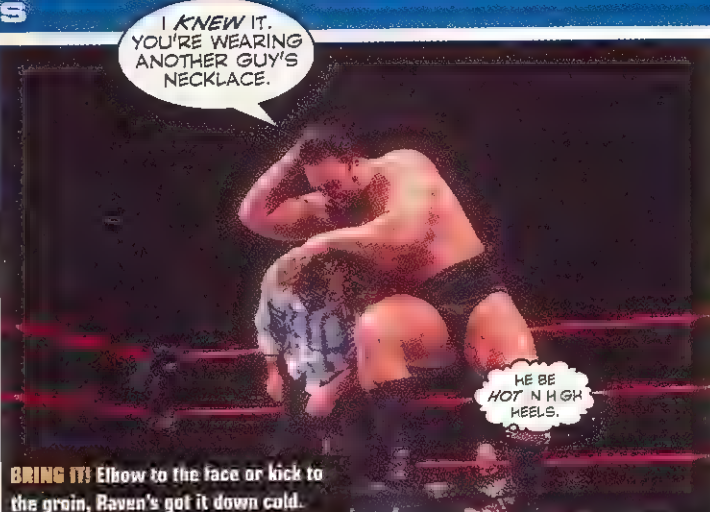
TOP CARDS Card advantage is a fundamental principle in most CCGs, *Raw Deal* included. Underrated Superstar, I Feel Your Pain, and Offer Handshake increase your handsize. Your superstar ability also allows you to draw cards every time your opponent successfully plays a maneuver, so some of the time, you'll want not to reverse your opponent's maneuvers. You will, however, want to decrease the amount of damage those maneuvers do. Nothing does this better than Sustained Damage.

HOW IT BEATS YOU Each of your Turn The Tides creates a maneuver that cannot be reversed, because, even if your opponent reverses the Turn The Tide, you can shove it back into your arsenal with a Backed by Stephanie McMahon or Going For the Cheap Pop, or bring it back to your hand via a Roll Out Of The Ring.

Enter the Stratusphere is another route to victory. Since time is on your side with this deck design, you can use every turn to expend a card to force your opponent to continually overturn cards from his arsenal.

The only action cards you must worry about are any that put cards back into your opponent's arsenal or ones that would get rid of your Sustained Damage—or, possibly, your Enter the Stratusphere. Keep your No Chance In Hell cards for those actions. Use your Just Bring It! cards on anything your opponent can reverse to perpetuate the card disparity between your hand size and his.

#1 CARD Turn the Tide. It's the optimal way of making your maneuvers irreversible. ■ Barron Vangor Toth



BRING IT! Elbow to the face or kick to the groin, Raven's got it down cold.

"The Raven Effect"

PRE-MATCH

- 1 Givin' 'em High Fives
- 1 Old School Wrestling Match
- 1 Student Of The Sport
- 1 Underrated Superstar

MID-MATCH

- 1 Age n With Ths Crap!?!?
- 1 Backlash
- 1 Fortitude Surge
- 1 Fully Loaded
- 1 Per Order Of The Chairman
- 1 Second Wind
- 1 Sustained Damage
- 1 When You Thought You Had All The Answers...

RAVEN CARDS

- 1 From The Bowery!
- 3 I Feel Your Pain
- 3 Quoth The Raven Nevermore!
- 1 Raven Effect DDT
- 1 What About Me? What About Raven?



TRADING CARD GAME

Price Guide

Commons		.25	.35	.50	Commons		.25	.35	.50
Close Combat	R	2.00	2.50	3.00	Dark Baldaar	SR	6.00	8.00	10.00
Death Companion	R	4.00	5.00	6.00	Death Calculator	R	3.00	4.00	5.00
Evil God of a Thousand Eyes	SEC	10.00	12.00	15.00	Death Demon Dragon	SR	8.00	10.00	12.00
Gia Freed Iron Knight	SR	6.00	8.00	10.00	Dragon Warrior	SR	8.00	10.00	12.00
Giga Cyber	P	15.00	20.00	25.00	Emerald Dragon	SR	12.00	15.00	18.00
Giga Cyber	UR	8.00	10.00	12.00	Free-Undeclared Genera	P	20.00	25.00	30.00
Ignite Berser	R	2.00	2.50	3.00	Free-Undeclared Genera	UR	12.00	15.00	18.00
Legendary Fisherman	SR	6.00	10.00	12.00	Hades-God of Hell	P	30.00	35.00	40.00
Lucifer-Nightmare Tempter	R	2.00	3.00	4.00	Hades-God of Hell	UR	15.00	20.00	25.00
Magia Drain	SR	8.00	10.00	12.00	Lesser Demon	R	2.00	3.00	4.00
Monster Recovery	SR	4.00	5.00	6.00	Light Circle of Protection	R	3.00	4.00	5.00
Shift Change	P	10.00	12.00	15.00	Orb of Dragons	R	4.00	5.00	6.00
Shift Change	UR	6.00	8.00	10.00	Red Cyclops	SC	6.00	8.00	10.00
Tempting Shadow	R	2.00	2.50	3.00	Seal Dragon	R	4.00	5.00	6.00
Thousand-Eye Sacrifice	P	20.00	25.00	30.00	Summoned Skull	ULT	55.00	60.00	65.00
Thousand-Eye Sacrifice	ULT	30.00	35.00	40.00	Tamer-Demon	R	8.00	10.00	12.00
Thousand-Eye Sacrifice	UR	12.00	15.00	18.00	Tyrant Dragon	P	35.00	40.00	45.00
Worm Hole	R	2.00	2.50	3.00	Tyrant Dragon	UR	20.00	25.00	30.00

YU-GI-OH! (JAPANESE): SPELL OF MASK

KONAMI-2000				
Full Set (56 cards)		250.00	300.00	350.00
Booster Pack (11 cards)	...	7.00	5.00	4.00
Booster Box (30 packs)	...	20.00	80.00	90.00
Commons		25	35	50
Big Bang Girl	SR	15.00	20.00	25.00
Blue Eyes White Dragon	ULT	65.00	60.00	95.00
Cursed Gygis the Masked Shaman				
	SEC	4.00	6.00	8.00
Funeral Gift for the Dead	R	4.00	5.00	6.00
Funeral Rapids	R	10.00	12.00	15.00
Heiraiser the Masked Beast				
	SEC	20.00	25.00	30.00
Heiraiser the Masked Beast				
	ULT	30.00	35.00	40.00
Mary Fallen Angel	R	8.00	10.00	12.00
Mask of Cursed Souls	SR	12.00	15.00	18.00
Mask of Magic Prevention	SR	5.00	8.00	10.00
Mask of Sacrifice Prevention				
	P	30.00	35.00	40.00
Mask of Sacrifice Prevention				
	UR	20.00	25.00	30.00
Nyxia Evil Goddess	P	12.00	15.00	18.00
Nyxia Evil Goddess	UR	6.00	8.00	10.00
Orb of Survival	P	20.00	25.00	30.00
Orb of Survival	UR	12.00	15.00	18.00
Revival of the Dead	R	3.00	4.00	5.00
Return Time	SR	6.00	8.00	10.00
Spawning Slime Plant	R	6.00	8.00	10.00
The Chosen One	R	3.00	4.00	5.00

YU-GI-OH! (JAPANESE): LABYRINTH OF NIGHTMARE

KONAMI-2000				
Full Set (56 cards)		150.00	200.00	250.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (30 packs)		70.00	80.00	90.00
Commons		25	35	50
Alien Endoringer	P	20.00	25.00	30.00
Alien Endoringer	UR	12.00	15.00	18.00
Dark Magician	ULT	50.00	55.00	60.00
Dark Necrophia	UR	20.00	25.00	30.00
Diffusion	SR	6.00	8.00	10.00
En Spirit of Silence	R	4.00	6.00	8.00
Fata Message "A"	R	4.00	6.00	8.00
Fata Message "E"	R	4.00	6.00	8.00
Fata Message "H"	R	4.00	6.00	8.00
Fata Message "T"	R	4.00	6.00	8.00
Forcefield	SR	6.00	8.00	10.00
Haunting Spirit	SR	4.00	5.00	6.00
Ouya Board	P	20.00	25.00	30.00
Ouya Board	UR	12.00	15.00	18.00
Pattergeist	R	3.00	4.00	5.00
Royal Command	SR	12.00	15.00	18.00
Zombie Dark Hero	SC	8.00	10.00	12.00

YU-GI-OH! (JAPANESE): STRUGGLE OF CHAOS

KONAMI-2001	250.00	300.00	350.00
Full Set (56 cards)	2.00	3.00	4.00
Booster Pack (11 cards)	70.00	80.00	90.00
Booster Box (30 packs)	25	35	50

BOOMS AND BUSTS

BIG MONEY MAKERS AND LOSERS

BUST: THE LADY OF PAIN

Sometimes, even cool CCGs don't quite cut the mustard when it comes to the bottom line. *Blood Wars*, an early CCG based on D&D's Planescape world, has great play and some fantastic dark art from Tony DiTerlizzi. But the game didn't sell so well and it was canned after three expansions. The Lady Of Pain, the first set's lone ultra-rare, once sold for \$30 or more. Now it can be had for mere peanuts.



YU-GI-OH! (JAPANESE): MYTHOLOGICAL AGE

KONAMI-2001				
Full Set (54 cards)	300.00	350.00	400.00	
Booster Pack (11 cards)	2.00	3.00	4.00	
Booster Box (30 packs)	70.00	80.00	90.00	
Commons	25	35	50	
Asura	SR	12.00	15.00	18.00
Basas-Angelic Knight	SR	15.00	18.00	20.00
Black Demon's Dragon	ULT	55.00	60.00	65.00
Dynamite on a Chain	R	5.00	8.00	10.00
Eight-Headed Hydra	P	50.00	55.00	60.00
Eight-Headed Hydra	UR	15.00	20.00	25.00
Genocide War	R	6.00	8.00	10.00
Hinokagutsuchi	P	30.00	35.00	40.00
Hinokagutsuchi	UR	15.00	20.00	25.00
Last Battle!	SR	10.00	12.00	15.00
Jiji-Injection Angel	SC	15.00	18.00	20.00
Magia Guard	SR	6.00	8.00	10.00
Murasame Blade-Fusion Weapon	R	4.00	5.00	6.00
Roya Oppression	R	8.00	10.00	12.00
Second Chance	R	4.00	5.00	6.00
Susano	P	35.00	40.00	45.00
Susano	UR	20.00	25.00	30.00
Thunder Cat Girl	R	10.00	12.00	15.00

YU-GI-OH! (JAPANESE): LEGEND OF BLUE-EYES WHITE DRAGON

KONAMI-2001	100.00	150.00	200.00
Full Set (61 Cards)	2.00	3.00	4.00
Booster Pack (11 cards)	70.00	80.00	90.00
Booster Box (30 packs)	25	35	50

YU-GI-OH! (JAPANESE): PHANTOM GOD

KONAMI 2001			
Full Set (67 cards)	300.00	350.00	400.00
Booster Pack (11 cards)	2.00	3.00	4.00
Booster Box (30 packs)	70.00	80.00	90.00
Commons	25	35	
Carnivorous Insect	SR	6.00	8.00
Curse of Dragon	SR	6.00	8.00
Dark Energy	R	2.00	2.50
Demonic Virus	R	2.00	2.50
Devilish Moon	R	2.00	2.50
Dragon's Treasure	R	2.00	2.50
Erase Magic	R	2.00	2.50
Exodia the Forbidden One	SEC	40.00	45.00
Gaea the Dragon Champion	P	30.00	35.00
Gaea the Dragon Champion UR	UR	15.00	20.00

YU-GI-OH! (JAPANESE): REVIVAL OF BLACK DEMON'S DRAGON

KONAMI-2001			
Full Set (69 cards)	100.00	150.00	200.00
Booster Pack (11 cards) ..	2.00	3.00	4.00
Booster Box (30 packs) ...	70.00	80.00	90.00
Commons25	.35	.50
Black Demon's Dragon ...P	15.00	10.00	25.00
Black Demon's Dragon ...UR	10.00	12.00	15.00
Change of Heart ...P	15.00	10.00	25.00

YU-GI-OH! DATA

C=COMMON U=UNCOMMON R=RARE SR=SUPER RARE UR=ULTRA RARE
SEC=SECRET RARE P=PARALLEL RARE ULT=ULTIMATE RARE PR=PROMO

YU-GI-OH! (JAPANESE): METAL RAIDERS

Booster Box (30 packs)		10.00	60.00	
Commons		25	35	
Confiscate	R	2.00	2.50	3
Curse of Pentagram	P	15.00	20.00	25
Curse of Pentagram	UR	6.00	10.00	12
Demon's Axe	SR	12.00	15.00	18
Demonic Scout	SR	6.00	10.00	12
Forceful Gate Guardian	SR	4.00	5.00	6
Highway Toll	R	2.00	2.50	3
Sacrifice	UR	10.00	12.00	15
Slot Machine AM-7	P	15.00	20.00	25
Slot Machine AM-7	UR	6.00	8.00	10
Twilight	R	2.00	2.50	3
Usurper	SR	8.00	10.00	12

YU-GI-OH! (JAPANESE): BOOSTER CHRONICLE

KONAMI-2002			
Full Set (84 Cards)	200.00	250.00	300.00
Booster Pack (11 cards)	2.00	3.00	4.00
Booster Box (30 packs)	70.00	80.00	90.00
Commons	25	35	50
Angel's Amnring	SR	12.00	15.00 18.00
Axe Raider	P	15.00	18.00 22.00
Axe Raider	UR	8.00	10.00 12.00
Coppelganger	R	3.00	4.00 5.00
Dragon Slayer	R	3.00	4.00 5.00
Exorcist	R	2.00	2.50 3.00
Frankendevil	SR	6.00	8.00 10.00
Gemin Elf	P	25.00	30.00 35.00
Gemin Elf	ULT	30.00	40.00 50.00
Gemin Elf	UR	15.00	20.00 25.00
Goddess of the Mind's Eye	R	4.00	6.00 8.00
Illusory Sheep	R	2.00	3.00 4.00
King of Machines	R	3.00	4.00 5.00
King of Swamp Beasts	R	3.00	4.00 5.00
Light Erases Darkness	R	2.00	2.50 3.00
Magical Thorn	R	4.00	5.00 6.00
Mechanical Hunter	SR	8.00	10.00 12.00
Metamorphic Pot	SR	5.00	7.00 9.00
Needle Worm	R	4.00	6.00 8.00
Penguin Soldier	SR	10.00	13.00 16.00
Perfect Defense General	SEC	15.00	18.00 22.00
Rex-Two-Headed King	P	15.00	20.00 25.00
Rex-Two-Headed King	UR	10.00	12.00 15.00
Royal Directive	SR	8.00	10.00 12.00
Vasago God of Destruction	R	3.00	4.00 5.00

YU-GI-OH! (JAPANESE): PHARAONIC GUARDIAN

KONAMI-2002				
Full Set (52 Cards)	150.00	200.00	250.00	
Booster Pack (11 cards)	2.00	3.50	4.00	
Booster Box (30 packs)	70.00	80.00	90.00	
Commons	.25	.35	.50	
Book of Life-Forbidden Magic				
Curse of Pharaoh	SR	12.00	15.00	18.00
De-zard the Great Priest	R	6.00	8.00	10.00
Don Zarzug	UR	15.00	20.00	25.00
Don Zarzug	P	30.00	35.00	40.00
Golden Statue of Evil God	UR	15.00	20.00	25.00
Guardian Sphinx	P	30.00	35.00	40.00
Loth Undead King	SEC	25.00	30.00	35.00
Mermaid Priestess	SC	10.00	12.00	15.00
Most Alien	SR	10.00	12.00	15.00
Susky the Serpent-Man	R	4.00	5.00	6.00
Traveler's Ordeal	R	6.00	8.00	10.00
Treasure Chest	R	4.00	5.00	6.00
Wan-fu Tiger King	R	6.00	8.00	10.00
Wandering Mummy	R	4.00	5.00	6.00

YU-GI-OH! (JAPANESE): DARK CEREMONY PROMOS

Ritual of Chaos	SR	8.00	8.00	10.00
Rocket Warrior	UR	9.00	10.00	12.00
Skull Rider	UR	2.00	3.00	4.00
Visor Death-Djinn of Vissis	LR	10.00	15.00	20.00
World Reversal	LR	10.00	12.00	15.00

**YU-GI-OH! (JAPANESE):
DARK CEREMONY
PROMOS**

KONAMI-2000

Uncommons	..	.25	50	.25
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YU-GI-OH! (JAPANESE): GAME BOY PROMOS

KONAMI-2000						
Uncommons25	.50	.25	
Commons10	.15	.25	
Acid Pit			LR	10.00	12.00	15.00
Angel's Dice			SR	15.00	20.00	25.00
Anti-Magic Perfume			UR	4.00	6.00	8.00
Aqua's Chorus			UR	10.00	15.00	20.00
Attack Prevention			UR	20.00	25.00	30.00

Battle Armor With Weapons			
	UR	6.00	8.00 10.00
Big Shield Guard	SR	30.00	35.00 40.00
Back Racer Great Magat	SR	30.00	35.00 40.00
Bood Veilth	UR	30.00	35.00 40.00
Circular Boomerang	LR	15.00	20.00 25.00
Circular Destruction	LR	10.00	15.00 20.00
Cyber Bondage	LR	6.00	8.00 10.00
Cybertech Wyvern	UR	40.00	45.00 50.00
Demon's Dice	SR	15.00	20.00 25.00
Dragon Slayer's Sword	UR	10.00	12.00 15.00
Duminnis-Valkyrie	SR	20.00	25.00 30.00
Exchange	SR	30.00	35.00 40.00
Fan of Tengs	UR	10.00	12.00 15.00
Force	UR	10.00	15.00 20.00
Ghama Shield	LR	8.00	10.00 12.00
Garford The Lightning	UR	15.00	20.00 25.00
Gray-maya-Almighty Mine	UR	15.00	20.00 25.00
Harp Feather Broom	UR	50.00	60.00 70.00
Hypnotic Magic	UR	6.00	8.00 10.00
Insect Queen	UR	10.00	12.00 15.00
Itta's Tempest	UR	10.00	12.00 15.00
Kraki Snake	UR	20.00	25.00 30.00
Magica, Shield For Mechanics			
	JR	15.00	20.00 25.00
Magnet Warner Alpha	P	60.00	80.00 100.00
Magnet Warner Alpha	UR	20.00	25.00 30.00
Magnet Warner Beta	P	60.00	80.00 100.00
Magnet Warner Beta	UR	20.00	25.00 30.00
Magnet Warner Gamma	UR	10.00	15.00 20.00
Oath of Ghama Shield	UR	6.00	8.00 10.00
Salamander	UR	6.00	8.00 10.00
Shiny Castles	UR	10.00	12.00 15.00
Sign of Ancient God	JR	6.00	8.00 10.00
Sky Dragon of Oosis	SR	40.00	45.00 50.00
Sok's Blessing	UR	4.00	6.00 8.00
Valkyrie-Magnet Warner	LR	10.00	15.00 20.00
Wyvern Monstrous Dragon	UR	8.00	10.00 12.00
Xanan Inverse	UR	20.00	25.00 30.00

Black Panther Warrior	UR	6.00	8.00	10.00
Dark Binding	UR	8.00	10.00	12.00
Demonic Rain	UR	4.00	6.00	8.00
Devil's Mirror	UR	8.00	10.00	12.00
Evil's Mirror	UR	10.00	15.00	20.00
Gaea the Fierce Knight	UR	10.00	15.00	20.00
Gazelle King of Illusionary Beast	UR	6.00	8.00	10.00
.....	UR	4.00	6.00	8.00
Magic Lamp	UR	10.00	15.00	20.00
Mega Sonic Eye	UR	10.00	15.00	20.00
Millennium Dragon	UR	15.00	20.00	25.00
Millennium Shield	UR	50.00	60.00	70.00
Mimicking Illusionist	UR	10.00	15.00	20.00
Re-Dyn Spirit of the Lamp	UR	8.00	10.00	12.00

Razer Pendulum Torture Machine	UR	10.00	15.00	20.00
Ritual of Chaos	UR	10.00	15.00	20.00
Ritual of Devil's Mirror	UR	4.00	6.00	8.00
Ritual of Lion	UR	4.00	6.00	8.00
Ritual of Zera	UR	8.00	10.00	12.00
Scapegoat	UR	10.00	12.00	15.00
Sphere Bomb	UR	10.00	15.00	20.00
Spiritual Mirror	UR	6.00	8.00	10.00
Summoned Skull	UR	15.00	20.00	25.00
Super War Lion	UR	10.00	12.00	15.00
TML-1 Launcher Spider	UR	10.00	15.00	20.00
Wyvern Knight	UR	30.00	35.00	40.00
Yamadrin	UR	10.00	15.00	20.00
Zera	UR	30.00	35.00	40.00

YU-GI-OH! (JAPANESE): PREMIUM PACK PROMOS

KONAMI-2000				
Uncommons		25	50	25
Commons		10	15	25
Acid Pit	P	6.00	8.00	10.00
Acid Pit	UR	2.00	3.00	4.00
Blue Eyes Ultimate Dragon				
.....	SR	50.00	60.00	70.00
Chained Boomerang	P	6.00	8.00	10.00
Chained Boomerang	UR	2.00	3.00	4.00
Chaos Ritual of Dark Magic	P	10.00	12.00	15.00
Chaos Ritual of Dark Magic	SR	4.00	6.00	8.00
Certain of Black Magic	UR	4.00	6.00	8.00
Dark Magician Girl	UR	4.00	6.00	8.00
Dark Magician	UR	4.00	6.00	8.00
Deck Destruction Vines	P	6.00	8.00	10.00
Evil Knight Dragon	P	10.00	15.00	20.00
Evil Knight Dragon	SR	4.00	6.00	8.00
Fire Winged Pegasus	P	15.00	20.00	25.00
Fire Winged Pegasus	SR	20.00	25.00	30.00
Gale Guardian	P	15.00	20.00	25.00
Gale Guardian	SR	10.00	12.00	15.00
Giza-moya-Almighty Mine	P	6.00	8.00	10.00
Giza-moya-Almighty Mine	UR	2.00	3.00	4.00
Harry Feather Broom	P	6.00	8.00	10.00
Harry Feather Broom	UR	2.00	3.00	4.00
Magic Box of Death	UR	2.00	3.00	4.00
Magic Cylinder	UR	2.00	3.00	4.00
Magic Meta Armor	P	6.00	8.00	10.00
Magic Meta Armor	UR	2.00	3.00	4.00
Magician of Dark Chaos	P	15.00	20.00	25.00
Magician of Dark Chaos	SR	10.00	12.00	15.00
Meteor Black Dragon	P	10.00	12.00	15.00
Meteor Black Dragon	SR	4.00	6.00	8.00
Meteor Dragon	P	10.00	15.00	20.00
Meteor Dragon	SR	4.00	6.00	8.00
Millennium Primeval Man	P	10.00	12.00	15.00
Millennium Primeval Man	SR	4.00	6.00	8.00
Millennium Shield	P	6.00	8.00	10.00
Millennium Shield	UR	2.00	3.00	4.00
Red Eyes Black Dragon	P	10.00	15.00	20.00
Red Eyes Black Dragon	UR	6.00	8.00	10.00
Red Eyes Black Meta Dragon	UR	4.00	6.00	8.00
Red Eyes Black Meta Dragon	UR	6.00	8.00	10.00
Thousand Knives	UR	6.00	8.00	10.00
Tn-Horned Dragon	P	20.00	25.00	30.00
Tn-Horned Dragon	SR	10.00	15.00	20.00

YU-GI-OH! (JAPANESE): PLAYSTATION PROMOS

KONAMI-2000				
Uncommons		25	50	25
Commons		10	15	25
Demibara	UR	20.00	25.00	30.00
Dragon-Harry's Pet	UR	15.00	20.00	25.00
Logos Reaper	UR	30.00	35.00	40.00
Magic Meta Armor	UR	30.00	35.00	40.00
Meta Demibara	SR	60.00	60.00	100.00
Oboro-King of Fairies	UR	20.00	25.00	30.00
Red Eyes Black Meta Dragon	SR	60.00	80.00	100.00
Red Eyes Black Meta Dragon	UR	125.00	150.00	175.00
Zachtraeger Magnet	UR	30.00	35.00	40.00

YU-GI-OH! (JAPANESE): TOKYO DOME PROMOS

KONAMI-2000				
Uncommons		25	50	25
Commons		10	15	25

YU-GI-OH! (JAPANESE): VOLUME PROMOS

KONAMI-2000				
Uncommons		25	50	25
Commons		10	15	25
Acid Storm	R	4.00	5.00	6.00
Anger	SR	6.00	8.00	10.00
Black Demon's Dragon	P	20.00	25.00	30.00
Black Demon's Dragon	UR	10.00	12.00	15.00
Blade Fly	R	4.00	5.00	6.00
Book of Arzane Magic	R	4.00	5.00	6.00
Breath of God	R	4.00	5.00	6.00
Call from Darkness	R	6.00	8.00	10.00
Catapult T.Mie	SR	6.00	8.00	10.00
Change of Heart	UR	10.00	12.00	15.00
Deathbed G.H.	SR	10.00	15.00	20.00
Evil's Mirror	R	4.00	5.00	6.00
Eternal Drought	SR	3.00	4.00	5.00
Feature	P	20.00	25.00	30.00
Funeral Gift	UR	10.00	12.00	15.00
Funeral Gift	UR	10.00	15.00	20.00
Gaea the Fierce Knight	SR	4.00	5.00	6.00
Gobin Highway Robber	SR	3.00	4.00	5.00
Hane Hane	R	4.00	5.00	6.00
Holy Doll	R	4.00	5.00	6.00
Holy Magician	UR	10.00	15.00	20.00
Horn of Ascension	UR	6.00	8.00	10.00
Jovial Undertaker	UR	6.00	8.00	10.00
Kaleidoscope	UR	10.00	15.00	20.00
Kun-bo	C	6.00	8.00	10.00
Laser Cannon Armor	R	4.00	5.00	6.00
Magic Jamming	UR	10.00	15.00	20.00
Millennium Dragon	P	20.00	25.00	30.00
Millennium Dragon	SEC	10.00	15.00	20.00
Moss the Radiant	SR	6.00	8.00	10.00
Pit Trap	SR	3.00	4.00	5.00
Pit Trap	SR	3.00	4.00	5.00
Power of Poseidon	R	4.00	5.00	6.00
Revolver Dragon	UR	10.00	15.00	20.00
Right Hand Shield & Left Hand Sword	UR	10.00	12.00	15.00
Road Kaiser	R	4.00	5.00	6.00
Shadow Ghoul	SR	3.00	4.00	5.00
Star Boy	R	4.00	5.00	6.00
Superstar	R	4.00	5.00	6.00
Sword of Legend	R	4.00	5.00	6.00
Thieves' Twist	UR	10.00	15.00	20.00
Thorny God Platecote	R	4.00	5.00	6.00
Tooth of Beast	R	4.00	5.00	6.00
Two-headed Thunder Dragon	UR	6.00	8.00	10.00
Warrior From Another Dimension	SR	10.00	15.00	20.00
Warrior Obliteration	R	4.00	5.00	6.00

YU-GI-OH! (JAPANESE): MISCELLANEOUS PROMOS

KONAMI-1999				
Uncommons		25	50	25
Commons		10	15	25
Black Panther Warrior	UR	2.00	3.00	4.00
Blue Eyes White Dragon	UR	10.00	12.00	15.00
Blue Eyes White Dragon	UR	10.00	12.00	15.00
Card Obliteration	UR	4.00	5.00	6.00
Command Knight	UR	4.00	5.00	6.00
Cross Souls	SEC	4.00	5.00	6.00
Dark Magician Girl	SR	10.00	12.00	15.00
Dark Magician Girl	VR	60.00	60.00	80.00
Dark Magician	UR	4.00	6.00	8.00
Dark Magician	UR	4.00	6.00	8.00
Gaea Whirling Darkness Knight	UR	4.00	6.00	8.00
Judge	SR	2.00	3.00	4.00
Judge	SR	2.00	3.00	4.00
Kaiser Seahorse	UR	4.00	6.00	8.00
Landstar Warrior	SR	2.00	3.00	4.00
Lord of Dragons	SEC	4.00	5.00	6.00
Lord of Dragons	SEC	8.00	10.00	12.00
Lord of Dragons	UR	4.00	6.00	8.00
Lute of Dragon Calling	SEC	2.00	3.00	4.00
Lute of Dragon Calling	P	4.00	6.00	8.00
Lute of Dragon Calling	UR	2.00	3.00	4.00
Mayura the Executioner	UR	8.00	10.00	12.00
Meddling Elvish Warrior	UR	2.00	3.00	4.00
Mentaur	UR	2.00	3.00	4.00
Pit Trap	SR	4.00	6.00	8.00
Toon Cannon Soldier	UR	4.00	6.00	8.00
Toon Gemini EN	UR	10.00	12.00	15.00
Toon Index	SR	4.00	6.00	8.00
Vampire Lord	UR	4.00	6.00	8.00
Warrior of Sun	UR	4.00	6.00	8.00
Wyvern-Stronghold Guardian	SR	2.00	3.00	4.00
Wyvern-Stronghold Guardian	P	4.00	6.00	8.00

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INQUEST gamer Players Guide

MAGIC The Gathering®

CARD DESCRIPTION

Now you know what to call the card.

The Meddling Mage is a wizard.

Indoest GAMER has rated every card, with five-stars being the best and one-stars comprising the cream of the crap.

Explains exactly what the card does.

Card's illustrator.



Meddling Mage costs one white and one blue mana to play.

Tells you what set the card belongs to and the card's rarity. The Mage is a rare from the Planeshift expansion.

Story-related stuff.

Only for creatures.

NAME	KIND	CR	PR	COST	SETS
1. Artifact	ART	C
2. Enchantment	EN
3. Instant	IN
4. Land	LD
5. Planeswalker	PL
6. Spell	SP
7. Summoning	SM
8. Uncommon	UN
9. Rare	RA
10. Mythic	MY

NAME	KIND	CR	PR	COST	SETS
1. Artifact	ART	C
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1. Artifact	ART	C
2. Enchantment	EN
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5. Planeswalker	PL
6. Spell	SP
7. Summoning	SM
8. Uncommon	UN
9. Rare	RA
10. Mythic	MY

MAGIC FACT Originally, Tempest's Cursed Scroll was designed to give players a way to bluff having certain cards in their hand—but by naming cards they didn't hold when activating it. Yeah, that worked.

MAGIC DATA

ARTIFACT		BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	LL Legendary Land				
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LAN Land	SOR Sorcery				
CR Creature	EL Enchant Land	INS Instant	LC Legendary Creature	SP Split Card				

Banned in Type 1 | Restricted in Type 1 | Banned in Extended | Banned in Block Format | Banned in Five-Color Magic | Restricted in Five-Color Magic

MAGIC

The Gathering®

Players Guide

NAME	KIND	CR	PR	COST	SETS
has "When Teardrop Vampire is put into a graveyard from play, you lose 5 life." 4/4.					
Teardrop Vampire CR C •• ••••••••	JU				
Teardrop Vampire's blood costs +2/+2 and has "When Teardrop Vampire is put into a graveyard from play, you lose 5 life." 2/2.					
Trench Wurm CR L •• ••••••••	IN				
Desires target creature and 3/3.					
Trench Wurm CR L •• ••••••••	IN				
Desires target creature. If it shares a color with the most common color among all permanents on the color bed for most common, a creature destroyed this way can't be regenerated. 1/1.					
Treasure INS R •• ••••••••	DO				
Choose a creature type. Target player reveals his hand and discards all creatures of that type from it, then discards all creatures of that type that player controls. They can't be regenerated.					
Twilight's Call SOR R •• ••••••••	IN				
He may play Twilight's Call any time you could play an instant if you pay. ••••• more to play it. Each player returns all creature cards from his graveyard to play.					
Ushling SOR C •• ••••••••	TO				
Target player discards a card from his or her hand. Draw 1.					
Ushling Strength EC C •• ••••••••	LUR4,5,7				
Enchanted creature gets +2/+1.					
Urborg Emmissary CR J •• ••••••••	IN				
Kicker: ••••• When Urborg Emmissary comes into play, if you cast the kicker cost, return target permanent to its owner's hand. 3/1.					
Urborg Phantom CR C •• ••••••••	IN				
Urborg Phantom can't block. ••••• Prevent all combat damage dealt to and dealt by Urborg Phantom this turn.					
Urborg Stomper CR L •• ••••••••	IN				
At close combat creatures get +1/+1.					
Urborg Skeleton CR L •• ••••••••	IN				
Kicker: ••••• Regenerate Urborg Skeleton. If you, the player who cast Urborg Skeleton, comes into play with a +1/+1 counter on it, 3/1.					
Urborg Upheaval SOR C •• ••••••••	AP				
Return up to two target creature cards from your graveyard to your hand. Draw a card.					
Volcano Line CR C •• ••••••••	PS				
Flying. ••••• Volcano line gains first strike until end of turn. 2/2.					
Wall of Bones CR L •• ••••••••	LUR4,5,7				
••••• Regenerate Wall of Bones. 1/4.					
Warped Devotion EN C •• ••••••••	PS				
At all times a permanent is returned to a player's hand, that player discards a card from his or her hand.					
Waste Away INS C •• ••••••••	TO				
As an additional cost to play Waste Away, discard a card from your hand. Target creature gets -5/-5 until end of turn. 2/2.					
Western Paladin CR R •• ••••••••	2,7				
••••• Destroy target white creature. 3/3.					
Whispering Shade CR L •• ••••••••	DO				
••••• Whispering Shade gets +1/+1 until end of turn. 2/2.					
Witch's Agenda EN R •• ••••••••	IN				
Play no more than one spell each turn. You may play cards as you played as though they were in your hand. If a card would be put into your graveyard from anywhere, remove it from the game instead.					
Witch's Edict EN J •• ••••••••	2,7				
Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.					
Zombie Assassin CR C •• ••••~•••••	DO				
••••• Remove two cards from your graveyard and Zombify. Assassin from the game. Zombify target nonblock creature. It can't be regenerated. 3/2.					
Zombie Bone CR C •• ••••~•••••	AP				
••••• Choose a color. Whenever Zombie Bone becomes a creature, it shares a color with the most common color among all permanents on the color bed for most common. Play this ability any time you could play a sorcery. 3/2.					
Zombie Cannibal CR C •• ••••~•••••	DO				
Whenever Zombie Cannibal deals combat damage to a player you may remove target card from that player's graveyard from the game. 1/1.					
Zombie Infestation EN L •• ••••~•••••	DO				
Discard two cards from your hand. Put a 2/2 black Zombie creature token into play.					
Zombie Trailblazer CR L •• ••••~•••••	TO				
Tap an untapped Zombie you control. Target land becomes a swamp until end of turn. Tap an untapped Zombie you control. Target creature gains swampwalk until end of turn. 2/2.					
Zombify SOR J •• ••••~•••••	DO				
Put in target creature card from your graveyard to play.					

MAGIC FACT Prior to Sixth Edition, you could get around Torture Chamber's damage-dealing drawback by tapping it to use its ability during your upkeep.

NAME	KIND	CR	PR	COST	SETS
Target player puts the top three cards of his or her library into his or her graveyard. 1/3.					
Amalgam CR J •• ••••~•••••	DO				
••••• Discard a card from your hand. Return Amalgam to its owner's hand. 6/6.					
Ancestral Memories SOR R •• ••••~•••••	6,7M				
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.					
Aquascope CR C •• ••••~•••••	TO				
Discard a card from your hand. Switch Aquascope's power and toughness until end of turn. 1/3.					
Arcane Laboratory EN L •• ••••~•••••	2,7				
Each player can't play more than one spell each turn. 1/1.					
Archivist CR R •• ••••~•••••	7A				
••••• Draw a card. 1/1.					
Arctic Marlok CR C •• ••••~•••••	PS				
Kicker: Return a creature you control to its owner's hand, if you paid the kicker cost, Arctic Marlok comes into play with					

Target player puts the top three cards of his or her library into his or her graveyard. 1/3.

NAME	KIND	CR	PR	COST	SETS
Target player puts the top three cards of his or her library into his or her graveyard. 1/3.					
Amalgam CR J •• ••~•••••	DO				
••••• Discard a card from your hand. Return Amalgam to its owner's hand. 6/6.					
Ancestral Memories SOR R •• ••~•••••	6,7M				
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.					
Aquascope CR C •• ••~•••••	TO				
Discard a card from your hand. Switch Aquascope's power and toughness until end of turn. 1/3.					
Arcane Laboratory EN L •• ••~•••••	2,7				
Each player can't play more than one spell each turn. 1/1.					
Archivist CR R •• ••~•••••	7A				
••••• Draw a card. 1/1.					
Arctic Marlok CR C •• ••~•••••	PS				
Kicker: Return a creature you control to its owner's hand, if you paid the kicker cost, Arctic Marlok comes into play with					

Target player puts the top three cards of his or her library into his or her graveyard. 1/3.

Dematerialize	SOR C •• ••~•••••	DO
Remove target permanent to its owner's hand. Flashback. ••••• Pay 1 life. 1/1.		
Disrupt	INS C •• ••~•••••	JL
Counter target instant or sorcery spell unless its controller pays. ••••• Draw a card. 1/1.		
Disorienting Wake	SOR R •• ••~•••••	IN
Return X target nonland permanents to their owners' hands. 1/1.		
Direct	INS R •• ••~•••••	DO
Change the target of target spell with a single target unless that spell's controller pays. 1/1.		
Drain's Pet	CR R •• ••~•••••	PS
Kicker: ••••• Discard a creature card from your hand. If you paid the kicker cost, Drain's Pet has flying and comes into play with X+1/+1 counters on it, where X is the discarded card's converted mana cost. 2/2.		
Dream Thrush	CR C •• ••~•••••	TO
Flying. ••••• Target and its type becomes the basic land type of your choice until end of turn. 1/1.		
Dreamweaver	CR C •• ••~•••••	DO
Dreamweaver can't attack unless defending player controls an island. Sacrifice an island. Target land becomes an island until end of turn. 4/3.		
Empress Galina	CR R •• ••~•••••	IN
••••• Gain control of target legend or legendary permanent. 1/3.		
Envelop	INS C •• ••~•••••	JL
Counter target sorcery spell. 1/1.		
Equilibrium	EN R •• ••~••~••~•	7A
Whenever you play a creature spell, you may pay. If you do, return target creature to its owner's hand. 1/1.		
Escape Artist	CR C •• ••~••~••~•	DO
Escape Artist is unblockable. ••••• Discard a card from your hand. Return Escape Artist to its owner's hand. 1/1.		
Escape Routes	EN C •• ••~••~••~•	PS
Return target white or black creature you control to its owner's hand. 1/1.		
Essence Leak	EN U •• ••~••~••~•	N
If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost." 1/1.		
Evisceration	INS R •• ••~••~••~•	7A
Return all creatures to their owners' hands. 1/1.		
Evasive Action	INS U •• ••~••~••~•	AP
Counter target spell unless its controller pays. ••••• For each basic land type among lands you control, 1/1.		
Exhaustion	INS R •• ••~••~••~•	7A
Counter target creature spell. Draw a card. 1/1.		
Extract	SOR R •• ••~••~••~•	DO
Search target player's library for a card, and remove that card from the game. Then that player shuffles his or her library. 1/1.		
Fact or Fiction	CR L •• ••~••~••~•	IN
Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard. 1/1.		
Faerie Squadron	CR C •• ••~••~••~•	K
Kicker: ••••• If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying. 1/1.		
False Memories	INS R •• ••~••~••~•	TO
Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game. 1/1.		
Fervent Denial	INS U •• ••~••~••~•	DO
Counter target spell. Flashback. ••••• Pay 1 life. 1/1.		
Fighting Illima	CR U •• ••~••~••~•	2,7M
Flash of insight. 1/1.		
Flash of Insight	INS J •• ••~••~••~•	J
Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library. Flashback. ••••• Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.) 1/1.		
Fleeing Image	CR R •• ••~••~••~•	7A
••••• Return Fleeing Image to its owner's hand. 1/1.		
Flight	EC C •• ••~••~••~•	4,5,6,7
Enchanted creature has flying. 1/1.		
Fierce Spike	CR L •• ••~••~••~•	5,7L
Counter target spell unless its controller pays. ••••• Pay 1 life. 1/1.		
Fighting Illima	CR U •• ••~••~••~•	2,7M
Flash of insight. 1/1.		
Flash of Insight	INS J •• ••~••~••~•	J
Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library. Flashback. ••••~•~•~• Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.) 1/1.		
Fleeing Image	CR R •• ••~••~••~•	7A
••~•~•~ Return Fleeing Image to its owner's hand. 1/1.		
Flight	EC	

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Creatures you control have first strike.
Larkhesis Barrier EN • • • • • P
 When Larkhesis Barrier comes into play, draw a card. If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.
Lead Astray NS C • • • • • J
 Tap up to two target creatures.
Lilacite NS L • • • • • P
 Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.
Lilientann Kirtar LC R • • • • • D
 Flying. •• Sacrifice Jedditean Kirtar. Remove target attacking creature from the game. 2/3
Live Bore NS L • • • • • P
 Target player gains 4 life, then gains 4 life for each life Bore card in each player's hand.
Longbow Archer CR J • • • • • 6.7Z
 First strike. Longbow Archer may block as though it had flying. 2/2
Lumen Guard CR J • • • • • D
 •• Luminous Guardian gets +0/+1 until end of turn. •• Luminous Guardian may block an additional creature this turn. 1/4
Major Terok LC R • • • • • P
 •• Sacrifice Major Terok. Remove all black creatures from the game. 2/3
Manacles of Decay EC C • • • • • A
 Enchanted creature can't attack. •• Enchanted creature gets 1/-1 until end of turn. •• Enchanted creature can't block this turn.
March of Souls SOR R • • • • • P
 Destroy all creatures. They can't be regenerated. For each creature destroyed that way, its controller puts a 1/1 white Spirit creature token with flying into play.
Master Apothecary CR C • • • • • P
 Flying. •• Sacrifice Oric. You control. Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/2
Master Healer CR R • • • • • 7L
 •• Prevent the next 4 damage that would be dealt to target creature or player this turn.
Militant Monk CR L • • • • • T
 Attending doesn't cause Militant Monk to tap. •• Prevent the next 1 damage that would be dealt to target creature or player this turn. 2/1
Morningtide SOR R • • • • • P
 Move all cards in all graveyards from the game.
Mystic Brawler CR L • • • • • P
 •• Deletion from black and from red. Threshold. Mystic Brawler gets -1/-1 and has flying. 2/1
Mystic Familiar CR C • • • • • P
 Flying. Threshold. Mystic Familiar gets +1/+1 and has protection from black. 1/2
Mystic Penitent CR J • • • • • T
 •• Sacrifice. •• Cause Mystic Penitent to tap. Threshold. Mystic Penitent gets -1/-1 and has flying.
Mystic Visionary CR J • • • • • P
 Flying. •• Sacrifice. •• Reasoning has flying. 1/1
Mystic Zealot CR L • • • • • P
 Threshold. Mystic Zealot gets +1/+1 and has flying. 2/4
Nomad Dealer CR L • • • • • P
 •• Tap target creature. Threshold. •• Tap two creatures. 1/2
Nomadic Breaker CR R • • • • • P
 •• Put target enchanted creature card from a graveyard into enchanting a creature you control. (You control that enchantment.) 2/2
Northern Paladin CR R • • • • • 3JLR
 Flying. •• Destroy target black permanent. 3/3
Ordealless Acolyte CR C • • • • • P
 Protection from black. •• Target creature gains protection from black until end of turn. 1/1
Drum's Chant NS S • • • • • P
 •• Kicker. •• Target player can't play spells this turn. If you, the victor, are attacked, destroy this turn.
Drum's Thunder NS S C • • • • • P
 •• Kicker. •• Destroy target artifact or enchantment. If you, the victor, are attacked, Drim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.
Drum's Yell NS C • • • • • P
 •• Kicker. •• Prevent the next 2 damage that would be dealt to target creature or player this turn. If you, the victor, are attacked, prevent the next 4 damage that would be dealt to that creature or player this turn instead.
Enchanted Circle EC C • • • • • 6.7MZ
 Enchanted creature can't attack or block.
Parahel EC R • • • • • P
 All damage that would be dealt to you is dealt to enchanted creature instead.
Patrol Hound CR L • • • • • P
 Discard a card from your hand. Patrol Hound gains first strike until end of turn. 2/2
Pay Me Head NS S C • • • • • P
 •• Prevent all damage a source of your choice would deal this turn.
Phantom Fleck CR U • • • • • D
 Flying. Phantom Fleck comes into play with three +1/+1 counters on it. If damage would be dealt to Phantom Fleck, remove that damage. Remove a +1/+1 counter from Phantom Fleck. 2/1
Phantom Hound CR L • • • • • P
 Phantom Hound comes into play with two +1/+1 counters on it. If damage would be dealt to Phantom Hound, prevent damage. Remove a +1/+1 counter from Phantom Hound. 1/1
Plasma Nomad Captain LC R • • • • • P
 •• Whirlwind Plasma. Nomad Captain attacks, attacking creature gets -1/-1 until end of turn. 2/2
Pilgrim of Justice CR C • • • • • P
 •• Protection from red. •• Sacrifice Pilgrim of Justice. The next time a red source of your choice would deal damage this turn, prevent that damage. 1/3
Pilgrim of Virtue CR C • • • • • P
 •• Protection from black. •• Sacrifice Pilgrim of Virtue. The next time a black source of your choice would deal damage this turn, prevent that damage. 1/3

☞☞ Target opponent reveals a card at random in his or her hand. You gain life equal to that card's converted mana cost.

Enchanted creature has protection from the colors at permanents you control. This effect doesn't remove Plague of *Loyalty*.

Peltan Remedy HSC C ** 3
 Void—Sacrifice a card. Prevent the next 3 damage that would be dealt; this turn ban any number of target creatures and/or players; divided as you choose. If you, play the next 3 cost, prevent the next 6 damage this way instead.

Possessed Nomad CR R *** W
 Attaching doesn't cause Plague of Loyalty to tap (threshold). Possessed Nomad gives +1/+1, is black, and has **☛☛☛** Destroy target with creature. 1/3

Prison and the Guards HSC C ***
 Prevent all damage that source of the color of your choice would deal this turn. Flashback. Tap an untapped white creature you control.

Prison: Barricade CR C ***
 Wall Kicker **☛☛☛** If you paid the kicker cost, Prison: Barricade comes into play with a +1/+1 counter on it with **☛** Prison: Barricade may attack as though it weren't. Wall? 1/3.

Since the game doesn't check for damage until a spell is finished resolving, the Devastating Dreams card is in your graveyard before the game checks for lethal damage. So with an empty graveyard, you can play Dreams for three and the Dragon survives as a 5/5.

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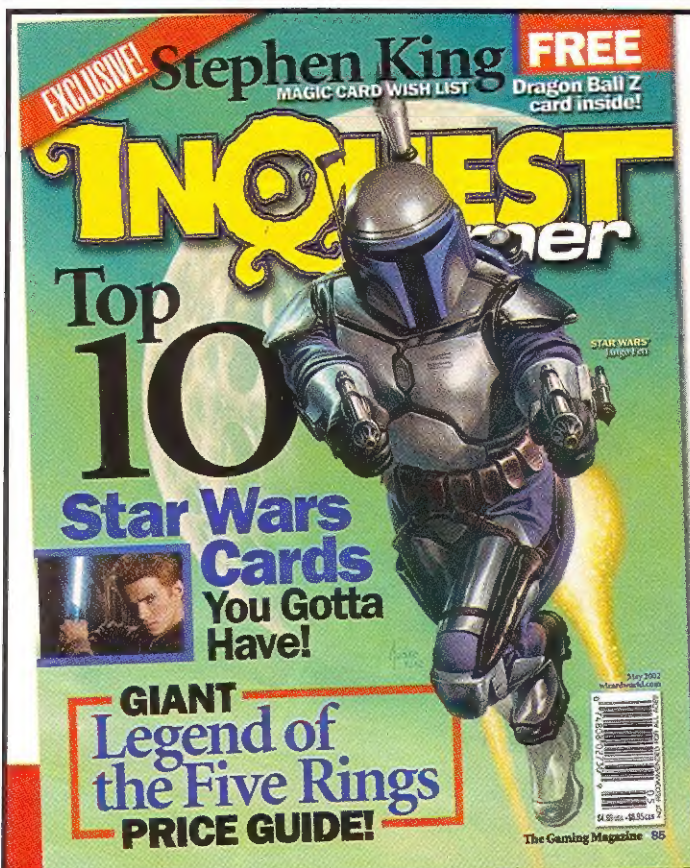
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by the IQ Gamer staff

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